

The Alternate Path Divine Characters



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**Little Red
Goblin Games**

Alternate Paths: Divine Characters

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Introduction

What is This Book?

This book is designed for experienced players and presents alternate rules and classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on divine magic and characters. You will need the Pathfinder Core Rulebook in order to use this book and the others listed in Section 15 of the Open Gaming License (located at the end of this book) to gain the full benefit from it.

Pain & Gain

This book does not shy away from giving you a penalty as you advance in order to grant you a greater boon. Class features labeled with a (Pn) tag denote these drawbacks.

Themes

RELIGIONS RATHER THAN GODS

In game, a player's relationship with a deity (or deities) can be an important aspect of the game that is not often explored beyond the mechanical implications. In the real world, religion (or religion-like philosophies) has a massive effect in human social affairs that is not represented very well in the game's mechanics. This game mastery section is designed to involve deities, religion, and faith in a larger way in your game. These alternative rules are not required to be used in order for you to utilize the rest of the material in this book, nor is it essential that you use them together. They are simply rules that can be employed, separately or together, to add a greater emphasis on religion in your game.

RUNNING A RELIGIOUS GAME: TACT

This book does not discuss real world religions or even make an attempt to approximate them. Religion is a touchy subject and requires a great deal of tact to handle correctly. Please check your player's comfort level with religious subject matter before making religious conflict as a central theme of your campaign or employing any of these alternate rules.

Why Use Exotic Classes?

Exotic classes often overlap with existing base classes. A templar and a paladin occupy much the same role and a bishop and inquisitor or cleric are not able to be distinguished between by the common man. So why use an exotic class? To sum it up in one word, "familiarity".

The paradigms established by the system have been around in one form or another since 1974. Players and the system are very familiar with the core classes. In this edition, barbarians rage, fighters have a good chance to resist fear effects, wizards must prepare spells, druids have an animal companion, and good clerics can heal (etc). Unless you are tapping into 3rd party material, you pretty much know what to expect when it comes to a specific character class. Even with archetypes you can generally tell one class from another.

The system recognizes these paradigms as well and exploits, or at the very least is contextual to, them. Exotic classes are essentially a “curve ball”. A mariner has a contentious relationship with their diety. Due to fate magic la rosa can see the future and effectively has a higher BAB than the fighter.

When you combine the exotic classes with the alternate rules also presented in this book, you can really shake up your game world. The point of this book is to destroy a sense of familiarity and allow players to once again experience that sense of wonder (or terror) at the prospect of the unknown. It was Neil Armstrong that once said, *“Mystery creates wonder and wonder is the basis of man’s desire to understand.”* With that in mind, go forth and make your games unfamiliar and wonderful again!

Alternate Rules

This section presents a number of variant rules that you can utilize in your game. None are required and this book does not make the assumption that you will be utilizing any of them.

Theologies

Within Pathfinder, players with divine characters are encouraged to associate their character with either a deity, pantheon, or concept. A theology is another option and largely takes the role of a deity. Theologies are used in settings with no deities and are religious institutions within the world.

Theologies often have an established mythology (a creation myth, a central figure or figures or worship, a code of ethics, etc), a organization that governs and leads the faith (in the real world this might be a formal church, the Dalai Lama, a conclave of elders, etc), and may also be associated with other organizations (political ones, geographic areas, a specific race or ethnicity, or even something as odd as a business).

THEOLOGIES VS DEITIES OR CONCEPTS

What separates a theology from a deity or concept is its ambiguity. A theology is a “theory” on the divine. As it is unknown exactly what is “true”, theologies compete with each other for memberships and assert that their believe is the correct one. Theologies are also of mortal creation- they are created and governed by mortal minds. There may have been a divine hand in their creation (such as a handing down a set of laws, giving inspiration to the founder of the religion, offering a prophetic dream, etc) but is it ultimately a mortal lense for perceiving the divine.

THEOLOGICAL SOURCES OF DIVINE POWER

Divine characters who follow a theology all receive spells as if they were following a more traditional concept or deity, though their connection to a deity instead connects to their faith and the other faithful. Rather than being granted a power by the hand of a god, the divine power actually emanates from the strength of one’s convictions and faith in their doctrine. In short, a divine character following a theology is empowered by their believe- believing makes it so. This does change a few aspects of the game however. When something would involve the deity itself, such as a commune spell, it instead involves either a gestalt hive-mind of the faithful or the leader of the faith.

If, for example, your theology was lead by the Supreme Heliofant who oversees dozens of other high priests who in turn counseled hundreds of priests who ministered to thousands of people- if you use a commune spell and ask if committing such an action would be wrong the answer might either come from the Supreme Heliofant if he was particularly strong or you might get an answer from the collective will of all the faithful.

DIFFERING VIEWS / SECTS

Another difference, in game, is that theologies can change. As they are mortal creations, their alignment and tenants can change. An elven paladin of a racial theology might be serving a lawful good theology and then a year later he finds that the faith has moved away from its lawful alignment because the elves were enslaved and sought to be free. As his divine power emanates from himself, he may still remain lawful good and follow his now chaotic good faith- but he may be somewhat conflicted. This has a much larger impact on characters like clerics who need to stay close to their faith's alignment. There are also many splinter groups and many individuals have their own particular views on their theology. For example, if one lawful neutral sect believes in that the text in their holy books is a literal historical account a chaotic neutral sect of that religion (which might even be equal or greater in size) might believe that the words of the holy scripture are actually metaphors and moral parables meant to teach the faithful valuable lessons and are not to be taken at face value. An individual's interpretation of a theology is even more subjective and may even differ from their own sect's views (though typically not radically). Sometimes an individual find themselves with extremely different views from the main body of the religion or they oppose some sort of affiliation that the main body had partaken in and may create their own splinter sect to promote their views.

USING THEOLOGY IN GAME

As a theology is a personal expression of one faith, often associated with a larger religious institute, the player defines their own theology using the rules below. If they wish to largely differ from the main body of their faith, they may experience in game repercussions (ranging from persecution to celebration). The template below is designed more for GM use, though the "personal views" section may be relevant to a player character.

- **Theology Name:** Name of the main body of the faith if a sect.
- **Alignment:** (Lawful/Neutral/Chaos) (Good/Neutral/Evil)
- **Domains:** Select 5 domains. Your list of domains must include the domains associated with your theology's alignment if they are non-neutral.
- **Favored Weapon:** Select a weapon representative of your theology.
- **Description:** This is the main section where you can explain the practices, beliefs, and overall nature of the theology.
- **Leadership:** Is there a central leadership? If so define who is the leader and what sort of hierarchy supports them.
- **Doctrine:** What is the main body of recorded work that explains the views and tenants of your religion.
- **Code of Ethics:** Explain any code of ethics, alignment restrictions, and general roleplay guidelines for a character.
- **Associations:** Are they associated with any other organizations? Consider political, racial, economic, geographic, and financial affiliations.
- **Sect?:** If so, explain how it differs from the main body.
- **Personal Views:** (Player only) How do you views differ from your technology/sect? This section may alter alignment, domains, favored weapon, etc. Be aware that differing significantly (more than 1 change) may to viewed negatively within the context of your theology.

SAMPLE THEOLOGIES

THE DIVINE DOLLAR

Alignment: Neutral Good

Domains: Artifice, Community, Good, Luck, Metal (sub-domain of Earth)

Favored Weapon: Sling (loaded with coins)

Description: The divine dollar or “Enoins” believe in the idea that value created in this world translates to the next. However, they also believe that value spent on the community and on improving the world (through charity or public works) doubles or triples the value contributed. They began when their god Eno masqueraded as a beggar dying by the side of the road from thirst and hunger. A poor man by the name of Saul gave him his last handful of valuable coins, moved by his plight, for no reason other than to help those less fortunate than himself. In exchange Eno came to Saul’s house three nights later and blessed Saul for his kindness. He imparted to him the power of prosperity if he helped others with it. Saul went on to become a fabulously wealthy man, but one who gave generously to help his community. It is said that Saul’s wealth was so great and his spirit of giving so complete that by the time of his death he grew his village into a small country but he died without a single coin to his name. Many religious paintings depict Saul laying dead with a content smile on his lips. Enoin texts are full of moral parables where people give up what they have to help their community or others less fortunate than themselves and receive divine blessings as a result.

Enoins pay non-believers to go and handout material and preach about their faith (akin to modern sign-spinners). These “employees” are typically young folks without a skill who would otherwise become degenerates. The advantages of this is three fold—they see stimulating the economy by paying the under-employed as a good act, they are technically indoctrinating the person they are employing (many employees convert/join), and they help spread the word of their good-natured faith. The church is community focused, meet monthly to discuss the financial health of the community.

They have several holidays over the course of the year to celebrate major financial dates (the sale of harvest goods, near the end of winter when supplies are low, and spring sewing time). Their festivals, like many of their practices, are open to all and often include the sales of goods and plying of services.

Enoins believe that one should pay for everything, no matter how small. The church is funded by its members who often form into some kind of benign economic guild or establish better rates when trading amongst themselves. It is also seen as charitable to donate to the church and many, even non-believers do. It is believed by many that, with enough charitable giving, you can literally buy your way into the afterlife. Eno’s Gace, their version of the afterlife, is a place of perpetual enjoyment which is reserved for the faithful who gave enough in life, and those who fail to obtain Eno’s Grace are reborn to try again.

Leadership: Community level associations of entrepreneurs run by a temporary elected official. Communication between these associations are scarce and every few years they meet up to discuss religious doctrine and consider amendments in informal settings. New initiates are called “employees”, the faithful are called “entrepreneurs”, and the head of a council is called a “committee head”.

Doctrine: A bond volume of business ethics and divine texts known as “Saul’s Almanac”. It teaches one to be shrewd, but kind.

Code of Ethics: An enoin must always maintain a good alignment, give of themselves (both financially and socially) to help those less fortunate than them, and foster growth in their community. They work for their money, are fair in their business dealings, but ruthless in their pursuit of profit. They never take advantage of another person, but never let someone else take advantage of them either. Enoins are generally non violent, though they are not above defending their faith or funding the enemies of their enemies. They also allow one to partake in economic warfare against their enemies if they deserve it (sanctions, not doing business with them, etc).

Associations: As they are community focused, they tend not to get involved with larger organizations. Enoins are welcomed in almost all communities.

Sects: Many local groups could be considered sects, though they differ little. Some have differing elements of their alignments, but all maintain the good aspect of it. Some are less religious and more philosophical, seeing Eno as a metaphor rather than a “real deity” and “Eno’s Grace” a state that epitomizes mortal generosity and spiritual wellbeing rather than an actual literal afterlife.

PANACEISM

Alignment: Lawful Good

Domains: Good, Law, Healing, Repose, Knowledge

Favored Weapon: Dagger (scalpel)

Description: The panacein church believes that disease is a spiritual blight as well as a physical one and that once all disease is eliminated that all of the mortal races will transcend their physical coil, returning to a state of pure spiritual bliss.

Legend states that in ancient times the mortal races were undying and of infinite wisdom. However a curse was levied against them (some myths state it was due to an act of folly on their part, others point to a malicious deity), trapping them in prisons of meat and bone, shattering their minds and souls. And that diseases are a manifestation of that curse, only by banishing it from the world can the mortal races return to this state.

Leadership: Leadership in the panacein church follows a loose three tiered structure, apprentices are known as nurses, journeymen receive the title of doctor, and church leaders are known as professors. While nurses and doctors are often either healing the sick in their communities or wandering the countryside to do so, professors are often researching new cures for diseases. Any panacein who is able to do so makes a pilgrimage to the head church once per year to attend the convention on wellness, a meeting in which members receive education on new treatments and diseases.

Doctrine: On health and wellness, a thick book filled with rudimentary medical practices for preventing the spread of disease as well as identifying common diseases and their causes.

Code of Ethics: Panaceins must combat disease in whatever form they are able, they may be compensated for their efforts, however they cannot refuse a patent if they are unable to compensate them.

Associations: Panaceism, with it’s robust body of medical knowledge and willingness to treat diseases, tends to spread quickly in areas where it’s services are desperately needed.

Sects: Over time many sects of panaceism have developed. Many of these are founded on different interpretations of their creation myth, but ultimately have little effect on their medical practices. (some sects believe that all of mortal kind was once a single being, rather than several, and some believe that a specific god is to blame for the present state of mortal kind). Other sects have developed some unusual practices as a result of these beliefs.

The Decru Family believes that undeath is much closer to the original state of mortal kind than life is and that any of the unfortunate side effects are a result of either an imperfect transition to undeath or an unforeseen consequence of the curse. They tend towards a more familial relationship to their peers, referring to each other as cousin or sibling regardless of actual relationship. They may take the death domain, but not the healing domain.

The Surgeons believe that crime is a form of sickness upon society and that a criminal deserves no more pity than a tumor. They may take the destruction domain, but not the knowledge domain.

The Cursed seek to understand medicine at the expense of those who suffer from disease, they conduct horrifying medical experiments in the name of improving medical knowledge. They treat their theologies alignment as neutral evil and They may take the Evil, Death, and Strength domains, but not the Good, Law, or Repose domains.

Prayers

As characters adventure they earn points of **quintessence**; a measure of how much deific attention they've accrued. While the player's characters have these points only gods can spend them and doing so takes no action. Quintessence may be spent in order to achieve the effects listed below. Characters can always beseech any deity to spend quintessence on their behalf, although they need not follow these requests. All characters are aware when and how quintessence is about to be spent on their behalf and may prevent the deity from doing so if they so choose. Characters who follow a deity are aware when their deity spends Quintessence on their behalf and how much was spent.

While deities spend quintessence to achieve these effects, nothing prevents them from expending more points than the character has, effectively driving them into quintessence debt. Deities typically request that characters undertake some sort of task to further a deity's agenda in this case, characters who refuse these requests may find the gods backing their enemies instead, although deities will rarely spend more than twice the character's quintessence debit in doing so.

Characters typically earn quintessence in the following ways: Trivial actions that further a god's agenda, such as showing mercy on a foe (for a god of mercy), freeing a slave (for a god of freedom), or triumphing over a challenging foe (for a god of battle) earn a single point of quintessence. Minor actions that further a god's agenda, such as founding a church in a city that didn't have one previously (for just about any god), or stealing a valuable possession from a well guarded location and leaving a calling card behind (for a god of thieves) earn twice the character's level in quintessence. Major actions that further a god's agenda such as getting slavery outlawed in a country (for a god of Freedom), reforming a corrupt country's legal system (for a god of justice), or starting a war between two countries (for a god of war) earn six times the character's level in quintessence.

SIDEBAR: USING THESE RULES

Since the inception of dungeons and dragons, gods have taken their main inspirations from both the omnipotent abrahamic deity and the indo-european pantheons. Unfortunately having dozens of infinitely powerful beings with clearly defined agendas should, at least in theory, trivialize most player character actions and as such the influence of the gods is often downplayed to the point of non-existence, or at the barring that relegated to the occasional major plot event.

These rules are designed to allow you to use the favor of gods as a tangible reward for in game actions in your campaign rather than as a nebulous justification to move the plot of the game along. They don't limit the power of deities in any way, they are still capable of achieving whatever effects that you need them to, this simply allows you to give your players some idea of what they can do and a trackable resource. To this end, when using these rules, err on the player's side unless you have an important reason not to. But don't be afraid to give the player something they need instead of what they ask for if you happen to know something about the situation that they are using them in that they don't. Also note that these rules don't follow the game's usual initiative structure and should be used whenever appropriate, not just on the turn of the player who's using them.

While it may seem counter intuitive, quintessence is a singular pool that all gods can draw from equally, the player's only option is preventing the god from spending the quintessence. The reasons for this are two fold. Primarily it is for the convenience of the player, who we are assuming is keeping track of the quintessence they accrue. Secondly is that in order to better work with the adventuring nature of pathfinder these rules are inherently pragmatic; a god does not hand out quintessence simply for strong personal convictions or strict adherence to the gods teachings.

Furthering the god's agenda is essential as such quintessence is both a measure of what the player has done for gods and an indicator of how much they're able to do in the future. Gods that categorically refuse to work with certain classes of people are best modeled by not having those gods spend quintessence for those characters.

PRAYER EFFECTS

BOON

Cost: 2 per +1

One creature gains a +1 bonus to one type of statistic of the deities choosing per point spent. This can be anything from AC to Attack rolls to specific saving throws. By default this bonus lasts until it is used or the recipient's next turn starts. This bonus is typically either a sacred or profane bonus, depending on the deity granting the bonus, however deities may grant other bonuses if it falls in line with their portfolios.

GUIDANCE

Cost: 1 point

One creature receives a vision that helps him to find the answer to a question that he asks, or he receives information that the deity feels he should be aware of, this information can be as cryptic or as concise as the deity wishes.

IMPERIL

Cost: 1 point per -1

One creature takes a -1 penalty one type of statistic of the deities choosing per point spent. This can be anything from AC to Attack rolls to specific saving throws. By default this penalty lasts until it is applied or the target's next turn starts. By expending an additional 2 points per point of penalty it applies to all of those rolls until the end of the encounter. An additional 4 points per point of penalty allows this to last for a set increment of time, up to a month passes, 6 points per point of penalty allows this to last until a condition is met. An additional 3 points causes the penalty to apply to all of the users opponents in the immediate area.

RESTORE

Cost: 3 points per 10 hitpoints

One creature heals 10 points of damage per 3 points of quintessence spent, or is cured of one negative affliction that they currently possess per 3 points spent. If an additional 6 quintessence is spent then the healing applies to all of the users allies in the immediate area.

RESURRECT

Cost: 30 points -1 per hit die possessed by the target

One creature returns to life, the subject is immediately restored to full hit points, vigor, and health, with no negative levels (or loss of Constitution points) and all of the prepared spells possessed by the creature when it died. This can even revive elementals, outsiders, constructs and undead creatures, and creatures killed by a death effect or someone who has been turned into an undead creature and then destroyed. By spending additional quintessence the deity resurrects a number of additional creatures equal to the extra quintessence spent squared. Other deities can prevent this by spending an amount of quintessence equal to the amount spent, or half as much if they have a believer present when the prayer is made.

SMITE

Cost: 3 points per 2d10

One creature takes 2d10 points of damage per 3 points of quintessence spent, this damage results directly from divine power and is not subject to being reduced by energy resistance, damage reduction, or any other ability that reduces or negates damage dealt to a creature. The deity may cause this damage to also act as damage is another type appropriate to the deities portfolio for the purpose of weaknesses that the target possesses (such as energy vulnerability). If an additional 6 quintessence is spent then the damage applies to all of the users opponents in the immediate area.

Bishop

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAING GAME

Bishops are divine agents of wrath, doling out a fiery death to those who oppose the will of their sense of morality. Bishops are empowered directly by angelic energy- able to leave nothing but a scorched smudge where an evil creature once was. A bishop does not draw their power directly from a good aligned deity but rather from their passionate angelic servants. They are not naturally affiliated with any church in particular, but may hold positions within one on rare occasions.

Bishops are more hardline than clerics, often eschewing the philosophy of religion in favor of a more literal interpretation of dogma, and obsessed with the notion of the eradication of moral blights upon the world. They are more at home with inquisitors and even the occasional paladin. In fact, bishops get along well with most other divine classes but are often segregated from them; as they serve the holy host of angels rather than a particular deity. They have no qualms about working with a devout follower of a singular deity and are often enthused to find a kindred spirit.

Bishops are largely unconcerned with the layman- instead focusing on breaches of faith of good-aligned divine spellcasters, good-aligned outsiders, and the corruption of holy artifacts. They do not minister to the masses or lead holy armies, they root out the greatest evil afflicting the greatest good.

HIT DICE: D8.



TABLE 1-1: THE BISHOP

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Ascribe sin, bless corpse, holy light 1d6, sanctity, sense evil
2nd	+1	+0	+0	+3	Commentary, defender of the faith (+2)
3rd	+2	+1	+1	+3	Holy light 2d6, instruments of faith
4th	+3	+1	+1	+4	Angelic companion, defender of the faith (+3)
5th	+3	+1	+1	+4	Blessed blood, Holy light 3d6
6th	+4	+2	+2	+5	Commentary
7th	+5	+2	+2	+5	Holy light 4d6
8th	+6/+1	+2	+2	+6	Defender of the faith (+4)
9th	+6/+1	+3	+3	+6	Holy light 5d6
10th	+7/+2	+3	+3	+7	Angelic countenance, commentary
11th	+8/+3	+3	+3	+7	Holy light 6d6
12th	+9/+4	+4	+4	+8	Defender of the faith (+5)
13th	+9/+4	+4	+4	+8	Holy light 7d6
14th	+10/+5	+4	+4	+9	Commentary
15th	+11/+6/+1	+5	+5	+9	Excommunicate, holy light 8d6
16th	+12/+7/+2	+5	+5	+10	Defender of the faith (+6)
17th	+12/+7/+2	+5	+5	+10	Holy light 9d6
18th	+13/+8/+3	+6	+6	+11	Commentary
19th	+14/+9/+4	+6	+6	+11	Holy light 10d6
20th	+15/+10/+5	+6	+6	+12	Archbishop, defender of the faith (+7)

RELATION TO OTHER CLASSES:

While not an alternate cleric, bishops fill many of the same roles. They function more like an evil cleric or invoker (found in Little Red Goblin Games' Pact Magic) and may even step on the toes of a paladin.

ROLE:

Bishops are divine blasters with a no-nonsense approach to fighting. Like paladins, they do more damage against evil aligned creatures and employ a more powerful offense than defense. They uniquely interact with the alignment system, allowing them to shift their target's alignment at great personal cost.

ALIGNMENT: ANY NON-EVIL

Bishops are servants of angels but not all are empowered for their purity of spirit. They are fierce defenders of the faith and revel in the destruction of evil. Their morals may not be beyond reproach, but never evil. Most are lawful or at least not chaotic, adhering to some dogmatic code. Bishops have more leeway than other members of the clergy because they are expected to root out evil in its den and destroy it by any means necessary.

CODE OF CONDUCT:

While bishops do not have a uniform code of conduct, they must follow the tenets of their faith and mission. A bishop who gains an evil alignment or transgresses against his church or the teaching of his deities may be excommunicated. Only through hard work or an atonement spell offered by another member of the clergy of his god can he regain his position. An excommunicated bishop holds no power and thus loses access to all of his bishop class features save for his weapon proficiencies.

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The bishop's class skills are Bluff (Cha), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the bishop.

Weapon and Armor Proficiency:

The bishop is proficient with all simple weapons and with light armor. He is not proficient with martial weapons, shields, or any sort of armor other than light.

Ascribe Sin (Su):

At 1st level, a bishop can manipulate the nature of the souls of creatures by ascribing sin or even taking it away. He does this through a series of religious condemnations, exaltations and enforces them with the dictates of Heaven. This allows the bishop to temporarily shift the alignment of a creature, but at a penalty to themselves. As a standard action a bishop can target one creature within 30 feet of him (that he has line of sight and line of effect to) and change one facet of the creature's alignment for a number of rounds equal to the bishop's Charisma modifier. The creature receives a Will save (DC 10 + 1/2 bishop level (minimum 1) + Charisma modifier). If the creature makes the save, this has no effect. At 1st level, he may only do this once successfully per day (failed attempts do not detract from his daily limit). At 5th level a bishop can successfully change a creature's alignment a number of times per day equal to his Charisma modifier. A bishop can end this effect prematurely as a swift action.

When changing the creature's alignment he may shift the creature to either a Chaotic or Lawful alignment (on the chaos/law axis) or to Good or Evil (on the good/evil axis) but never to neutral alignment. A bishop can only change one aspect of the creature's alignment. Subsequent re-applications of this spell only reset the duration or change what part of the alignment is being changed.

Characters, like paladins or antipaladins, who "fall" or have some other form of negative class-related implication tied to their alignment do not fall permanently, though they may lose access to class features as if they did. As an example: paladins/antipaladins lose access to all their class features (other than weapon proficiencies), clerics may lose access to class features and their spellcasting if moved away from their deities alignment, classes that cannot cast spells that oppose their alignment may find themselves unable to cast some of the spells on their spell lists, and there may be other roleplaying implications of this.

Furthermore, the nature of the creature changes somewhat. While this does not necessarily make them less hostile or more friendly, it make cause a normally good character to act more in his own self-interest or make a typically chaotic monster to become cunning and disciplined if turned lawful.

Creatures with an alignment based-subtype (devils, angels, etc) who fail the Will save against this are afflicted with a terrible sense of inner turmoil that rocks them to their very core. While their alignment opposes their subtype (a good devil, a lawful protean, a chaotic inevitable, etc) the creature takes negative levels equal to $\frac{1}{3}$ rd the bishop's level (minimum 1).

The bishop suffers for doing this. While a creature is under the effects of his ascribe sin he loses access to his holy light and defender of the faith class features.

Bless Corpse (Su):

A bishop can take a full round action that provokes an attack of opportunity to bless a dead creature. Such a creature cannot be made into an undead. This has no effect on creatures that are already undead.

Holy Light (Sp):

At 1st level, the bishop can fire a ray of divine energy from a holy symbol he is holding at will. As a standard action a bishop can make a ray attack, which is a ranged touch attack. This has a range of 30 ft. + 10 feet per 3 levels of bishop. This attack deals 1d6 holy damage + his Charisma modifier at 1st level. At 3rd level and every odd level thereafter a bishop's holy light does 1d6 additional damage. A bishop may use his Charisma in place of his Dexterity to determine his bonus to his attack rolls with his ray of light. As a full round action a bishop may make as many holy light ray attacks as his base attack bonus allows. A bishop is required to wield a holy symbol to use his holy light ability.

SIDEBAR: HOLY DAMAGE

Holy damage is the power of heavenly fury given form. Evil aligned creatures who are subjected to holy damage take an extra 2d6 points of damage per attack.

Sanctity (Sp):

At 1st level, a bishop is surrounded by a constant *sanctuary* spell. The Will save required for this ability is DC 10 + $\frac{1}{2}$ bishop level + his Charisma modifier. If the bishop takes a hostile action the effects of this ability are suppressed for 4 rounds. Taking a hostile action against a creature who is known to be an evil creature does not cause the bishop's sanctuary to be suppressed. A bishop may recast this spell-like ability as a standard action once per day, warding himself once again from creatures who have succeeded on their save against this ability.

Sense Evil (Sp):

At 1st level, a bishop constantly has *detect evil* active and cannot turn it off. A bishop can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the bishop does not *detect evil* in any other object or individual within range.

Commentary:

At 2nd level and every 4 levels thereafter, a bishop can modify their divine powers in a number of ways. They may select one commentary from the list below. A given commentary may only be selected once.

- **BURN THE HERETICS:** The bishop can chose to have their holy light deal fire damage instead. This must be decided at the start of the bishop's turn and once the choice has been made it remains in effect until the start of his next turn. A creature successfully damaged by this ability catches fire, taking 1d6 points of fire damage per damage dice of holy light per round unless

they put themselves out). In addition, using this commentary with holy light adds 2 damage per d6 rolled for holy light. This is mundane fire that does not function in environments where fire is not feasible (such as underwater). As this is no longer holy damage, this does not cause extra damage to evil creatures. However, evil creatures who are set ablaze by this cannot put themselves out, even in water, for at least a number of rounds equal to the bishop's Charisma modifier. This cannot be used in conjunction with the smite the sinner commentary.

- **SMITE THE SINNER:** The bishop can choose to have their holy light deal electricity damage instead. This must be decided at the start of the bishop's turn and once the choice has been made it remains in effect until the start of his next turn. In addition, using this commentary with holy light adds 2 damage per d6 rolled for holy light. A creature successfully damaged with this electricity damage must make a Fortitude save (DC 10 + 1/2 bishop level + his Charisma modifier) or be fatigued for a number of rounds equal to the bishop's Charisma modifier. This cannot be used in conjunction with the burn the heretics commentary.
- **BIBLICAL CANON:** The bishop increases the extra damage he deals to evil creatures with all holy damage from 2d6 to 3d6. If the bishop is at least 10th level, this improves to an extra 4d6.
- **POTENT BLOOD:** The damage from holy water created out of the bishop's blood, or caused when an adversely affected creature grapples with him, is increased from 2d6 to 3d6. If the bishop is at least 10th level, this improves to 4d6. He must be at least 6th level to select this.
- **LIGHT OF RAPTURE:** At a full round action the bishop can turn their holy light into a 30 foot cone or a 60 foot line rather than a ray attack. Creatures caught within the light can attempt a Will save (DC 10 + 1/2 bishop level + his Charisma modifier) to entirely avoid being damaged by the spiritual energy that is unleashed.

- **SHIELD AGAINST EVIL:** The bishop who is benefiting from his defender of the faith class feature gains the third effect of a protection from evil spell constantly. (For your convenience, reprinted here: *"The spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature."*)
- **CHASE THE DEVIL:** An evil summoned creature struck by the bishop's holy light (or that fails against light of rapture) must make a Will save (DC 10 + 1/2 bishop level + his Charisma modifier) to avoid being cast back to its native plane. This effect functions like a *dismissal* spell, but does not have the 20% chance to send the summoned creature to the wrong plane. If multiple creatures are struck on the same turn, this affects 2 HD worth of creatures per bishop level (minimum of at least 1 creature) and functions similarly to a *banishment* spell. As a bishop must always be holding a holy symbol to use their holy light class feature, in many instances evil creatures will count that as an object they hate for the purpose of overcoming spell resistance. He must be at least 10th level to select this commentary.
- **CLERGYMEN-AT-ARMS:** The bishop becomes proficient in all martial weapons, medium armor, and shields (except tower shields).
- **DEACON:** The bishop raises the save DCs of his class features by 2.

- **ANGEL WINGS:** The bishop gives a set of angelic wings. This grants him a 60 foot fly speed with average maneuverability. He must be at least 6th level to select this.
- **WEAPON OF HOLY LIGHT:** The bishop may infuse his weapon with holy power as a swift action, causing his next attack to deal his holy light damage in addition to normal damage. If the attack misses the effect is wasted.
- **HOLY BRAND:** As a standard action a bishop can make a single holy light attack and ascribe sin at the same time. If the holy light attack hits, this also changes the creature's alignment (as per ascribe sin) and then causes the damage associated with holy light. After this action the bishop's holy light and defender of faith class features are disabled (as per normal). In addition, a small brand is superficially burned into the skin of the creature in a prominent location (back of the hand, forehead, etc) denoting the creature as a sinner to any creature who can make a DC 15 Knowledge (religion) check. The brand fades after 1 week.
- **SIN SCRIBE:** When using the ascribe sin class feature the change of alignment lasts for 1 hour.
- **VERBOSE COMMENTARY:** A bishop with this commentary triples the range of their holy light.

Defender of the Faith (Su):

At 2nd level, a bishop gains angelic protecting against the sedition of wicked things. The bishop gains a deflection bonus to his AC and a resistance bonus on save against attacks made by and effects created by evil creatures. These bonuses are equal to $2 + \frac{1}{4}$ his bishop level (minimum of +0 from his level, and thus a total minimum of +2) to a maximum of +7 at 20th level. These benefits are identical to the benefits, albeit much stronger, than those gains from the first benefit of a protection from evil spell. If a bishop is subject to such a spell, he gains the secondary and tertiary benefits of the spell but replaces the primary benefit with those from this class feature.

Instruments of Faith (Su):

Starting at 3rd level, any melee weapon wielded by the bishop is treated as if it has the *holy* weapon enhancement. Once it leaves his grip it quickly ceases to have the benefit. However, if a bishop has the Throw Anything, Weapon Focus (any thrown weapon), or Point Blank Shot feat (or, at the GM's discretion, another suitable feat that allows you to use ranged weapons more effectively) this applies to ammunition used for ranged attacks or thrown weapons. Such ammunition loses this ability after striking or missing a target.

In addition, any armor or shield worn by a bishop (should they become proficient in such things) grant the bishop a sacred bonus to their AC equal to their Charisma modifier. A bishop may only gain this sacred bonus on one piece of defensive equipment (though he may switch which piece is granting it as a free action).

Angelic Companion (Ex):

At 4th level, a bishop gains the service of an angelic companion who aids him in his holy war against evil. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature) except he selects from a different list of companions. He may select a companion from the Angelic Companion section at the end of this class's section. His effective druid level for this class feature is equal to his full bishop level. Should a bishop lose his angelic companion he gains 1 negative level until he fasts for 2 days and prays forgiveness for 8 hours to gain another.

Blessed Blood (Su):

At 5th level, the very blood that pumps in the veins of a bishop is anathema to sinners. His blood, if drained (causing at least 2 points of damage), can turn normal water into a dose of holy water (as per the *bless water* spell).

In addition, creatures that are adversely affected by holy water (typically undead and evil outsiders) become visibly uneasy and disturbed (profuse sweating, trembling, they become bug-eyed with terror) when within 30 feet of a bishop. This causes metaphysical pain and they will immediately be revealed as having an adverse reaction if they fail a Will save (DC 10 + 1/2 bishop level + his Charisma modifier). This, effectively, allows the bishop to detect the presence of something that would be adversely affected by holy water when within 30 feet if the creature fails the Will save.

Finally, such creatures that grapple a bishop are counted as if they had been splashed with holy water, taking 2d4 points of damage at the end of each round they remain grappled by or with a bishop.

Angelic Countenance (Ex):

At 10th level, the angelic energy that flows through a bishop starts to affect them. Physically they begin to take on more angelic features. They gain resistance equal to half their bishop level + their Charisma modifier against acid, cold, electricity, and fire while gaining an equal bonus on saves against petrification.

Excommunicate (Su):

At 15th level, as a full round action once per day a bishop can make a touch attack against another divine caster and separate them from their deities or other divine power source. This causes them to lose access to any (Su) or (Sp) class features and spellcasting abilities from class levels that can cast divine spells (or, at the GM's discretion, otherwise claim a connection to a divine source as the root of their power) for a number of rounds equal to the bishop's Charisma modifier.

Archbishop (Su):

At 20th level, when a bishop ascribes sin they can choose to keep either defender of the faith active or retain the use of holy light while the creature's alignment is changed. In addition, a number of times per day equal to their Charisma modifier they may maximize the damage on their holy light class feature. This can be decided after the damage dice are rolled.

Angelic Companions

CHERUB

A cherub is a small-sized, genderless, humanoid with child-like features and two angelic wings. Despite their appearance, cherubs are fierce fighters. Though they appear to be humanoid, they are willing thralls of their bishops, unable to truly think for themselves. They speak in giggles and whispered nonsense. LG outsider (angel, extraplanar, good)

Size Small; **Speed** 30 ft, fly 60 ft. (average); **AC** +1 natural armor, **Attack** slam (1d4), wing (1d4); **Ability Scores** Str 10, Dex 10, Con 10, Int 3, Wis 11, Cha 16; **Special Qualities** low-light vision, **DR** 5/cold iron or evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **Spell-like abilities** (at will) detect evil, daylight, aid (caster level equal to bishop level)

7th-Level Advancement

Ability Scores +2 Str, +2 Con +8 Cha

Special qualities Smite evil as a paladin of a level equal to their bishop, a number of times per day equal to 1/4th their bishop's class level.

CASSIAN

Cassian angles appear as winged golden helms with exceptional quality. They float, silently, ever vigilant in the defense of their bishop.

NG outsider (angel, extraplanar, good)

Size Small; **Speed** - ft, fly 60 ft. (perfect); **AC** +2 natural armor, **Attack** slam (1d4), **Ability Scores** Str 3, Dex 10, Con 14, Int 3, Wis 4, Cha 16; Special Attacks breath weapon (15-ft. line, 1d6 cold or 1d6 fire, Reflex (DC 10 + 1/2 HD + Charisma modifier) for half, usable every 1d4 rounds); **Special Qualities** low-light vision, **DR** 5/cold iron or evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **Spell-like abilities** (at will) *detect evil*, *know direction* (caster level equal to bishop level)

7th-Level Advancement

Ability Scores +2 Dex, +2 Con, +8 Cha

Special Qualities Smite evil 1/day as a paladin of a level equal to their bishop

REVERENT IMP

This impish creature barely maintains its flight as it mutters incessantly to itself.

NG outsider (devil, extraplanar, native)

Size Tiny; **Speed** 20 ft, fly 40 ft. (average); **AC** +1 natural armor, **Attack** sting (1d4); **Ability Scores** Str 6, Dex 14, Con 10, Int 3, Wis 8, Cha 16; **Special Qualities** low-light vision, sycophant, clatter **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **Spell-like abilities** *detect magic* (at will), *invisibility* (self only, 1/day), *suggestion* (1/day) (caster level equal to bishop level)

7th-Level Advancement

Ability Scores +2 Dex, +2 Con +8 Cha

Spell-like abilities aura sight ^{ACG} (at will)

BOUND DEMON

This demon is covered in holy runes, bound with chains or other such implements and has nothing but contempt for its situation and master but serves them faithfully in all things due to otherworldly laws even a demon can't circumvent.

CE outsider (demon, extraplanar, evil)

Size Medium; **Speed** 30 ft; **AC** +1 natural armor, **Attack** 2 claws (1d6); **Ability Scores** Str 14, Dex 12, Con 12, Int 3, Wis 11, Cha 14; **Special Qualities** rage (as per barbarian, 6 rounds per day); **Special Qualities** low-light vision, **DR** 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **Spell-like abilities** (at will) *detect good*

7th-Level Advancement

Ability Scores +4 Str, +4 Con +2 Cha

Special Qualities Smite good as antipaladin of a level equal to their bishop, a number of times per day equal to 1/4th their bishop's class level.

La Rosa

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The divine right to rule is a strong and, by way of noble blood, can be parlayed into magic. La Rosa are precognitive duelists guided by divine fate magic stemming from their noble bloodlines. By manipulating this raw divine power latent in their blood men of the court have developed a unique style of divinely-enhanced precognitive dueling known as “La Rosa”.

Rosa (or “Roses”, as those who practice the art are called) are nobles with some pension for combat who seek a more refined method of fighting that suits their standing in life. Empowered by fate-magic and wielded with a fencer’s grace la rosa’s blade never fails to find its mark. They are some of the finest swordsmen the world has ever seen and are often tasked with defending their kingdom and populace from harm.

HIT DICE: D8.

ROLE:

The accelerated growth of la rosa’s base attack bonus, outstripping even fighters, makes them extremely potent martial characters but they lack the staying power to suffer many blows. They are largely reliant on their AC bonus to save them and when that fails they can always use their fate class feature to mitigate the few that get through.

They have an extremely limited spell list, comprised mostly of cure and inflict spells. However, their spellbloom class feature allows them to cast multiple spells per turn quickly and can be utilized to turn the tide of battle quickly.



TABLE 2-1: LA ROSA

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+2	+2	Canny defense, courtly combat, fate (1/day)
2nd	+2	+0	+3	+3	Aristocrat
3rd	+3	+1	+3	+3	Noble training
4th	+5	+1	+4	+4	Fate (2/day)
5th	+6/+1	+1	+4	+4	Spellbloom
6th	+7/+2	+2	+5	+5	Noble training
7th	+8/+3	+2	+5	+5	Fate (3/day), good sense
8th	+10/+5	+2	+6	+6	Aristocrat
9th	+11/+6/+1	+3	+6	+6	Noble training
10th	+12/+7/+2	+3	+7	+7	Excellence, fate (4/day)
11th	+13/+8/+3	+3	+7	+7	Improved Spellbloom
12th	+15/+10/+5	+4	+8	+8	Noble training
13th	+16/+11/+6/+1	+4	+8	+8	Fate (5/day)
14th	+17/+12/+7/+2	+4	+9	+9	Aristocrat
15th	+18/+13/+8/+3	+5	+9	+9	Noble training
16th	+20/+15/+10/+5	+5	+10	+10	Fate (6/day)
17th	+21/+16/+11/+6/+1	+5	+10	+10	Master spellbloom
18th	+22/+17/+12/+7/+2	+6	+11	+11	Noble training
19th	+23/+18/+13/+8/+3	+6	+11	+11	Fate (7/day)
20th	+25/+20/+15/+10/+5	+6	+12	+12	Aristocrat, lord/lady of roses

ALIGNMENT: ANY

Rosa are nobles with a strong bond to their kingdom and people. Their alignment must be within 1 step of their populace's or they cease to gain any benefit from this class and cannot progress until they regain the appropriate alignment.

This class is written from the perspective of a good aligned rosa. If playing an evil rosa, all sacred bonuses are instead profane bonuses. Upon entering the class, a neutral rosa selects if they wish their bonuses to be sacred or profane. Once the choice has been made, it cannot be changed.

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The rosa's class skills are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

SIDEBAR: READING THIS CLASS

“La Rosa” literally means “the rose” so when the word “the” or “a” comes before the class name “rosa” the phrase “la rosa” is used rather than “the rosa” or “a rosa”.

Class Features:

The following are the class features of la rosa.

Weapon and Armor Proficiency:

La rosa is proficient with all simple and martial weapons and with light armor.

Canny Defense (Ex):

While wearing light or no armor and not using a shield, la rosa adds 1 point of Intelligence bonus (if any) per rosa class level as a dodge bonus to his Armor Class while wielding a melee weapon. If la rosa is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

Fate (Su):

At 1st level, once per day la rosa can, as an immediate action, cause an attack that successfully hit them to be rerolled at a -4 penalty. This can also be done on a save la rosa failed. They may reroll the save at a +4 sacred bonus. At 4th level and every 3 levels thereafter la rosa gains 1 additional use per day of this class feature.

Spells:

La rosa casts divine spells drawn from the la rosa spell list. He can cast any spell la rosa of his level can cast without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level. La rosa know all spells on their spell list that la rosa of their level have access to.

To cast a spell, la rosa must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against la rosa's spell is 10 + the spell level + la rosa's Intelligence modifier.

Like other spellcasters, la rosa can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 2-2: La Rosa Spells Per Day. In addition, he receives bonus spells per day if he has a high Intelligence score.

TABLE 2-2: LA ROSA SPELLS PER DAY

Level	1st	2nd	3rd	4th	5th	6th
1st	1	-	-	-	-	-
2nd	2	-	-	-	-	-
3rd	3	-	-	-	-	-
4th	3	1	-	-	-	-
5th	4	2	-	-	-	-
6th	4	3	-	-	-	-
7th	4	3	1	-	-	-
8th	4	4	2	-	-	-
9th	5	4	3	-	-	-
10th	5	4	3	1	-	-
11th	5	4	4	2	-	-
12th	5	5	4	3	-	-
13th	5	5	4	3	1	-
14th	5	5	4	4	2	-
15th	5	5	5	4	3	-
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

SIDEBAR: RELATIONSHIP WITH DEITIES

The power la rosa draws from is not that of a deity. Their divine power is vested in their blood and is a manifestation of their nobility. If la rosa ever got a spell like commune it would likely not allow them to communicate with a deity but may do something like allow them to communicate with the sovereign of their land, question the "spirit" of their kingdom, or something of their nature. Spells like prayer originate from la rosa themselves.

Courtly Combat (Ex):

La rosa are accustomed to sport fencing- treating combat more as an exercise than a down and out brawl. Their training to use their precognitive art is done in a strictly one on one fashion and it is not as effective for them to focus their gift on multiple targets at once.

La rosa gain an sacred bonus on all attack and damage rolls equal to half their level (minimum 1) with a finessable melee weapon so long as there is no more than 1 enemy threatening la rosa. Additionally, la rosa can add his Dexterity modifier to attack and damage rolls in place of his Strength modifier with any finessable weapon. This modifier to damage is not increased for two-handed weapons, or reduced for off-hand weapons. Finally, la rosa treats all one-handed martial weapons as if there were finessable.

Aristocrat:

At 2nd level, and every 6 levels thereafter, la rosa gains Skill Focus or Signature Skill Unchained, as a bonus feat in any one la rosa class skill of his choosing. Alternatively at 8th level or higher, with a GM's approval, la rosa may select the Leadership feat in place of Skill Focus.

Noble Training (Su):

At 3rd level and every 3 levels thereafter, la rosa gains a talent from the list below.

- **BALLROOM GRACE:** Select 3 weapons that are two-handed and not finessable. When wielded by la rosa, they become finessable. This may be taken more than once, each time applying to 3 new weapons.
- **BATTLEFIELD BLOOM:** La rosa becomes proficient in medium armor and all shields (except tower shields). La rosa with this talent still gain the benefit of their canny defense while wearing medium armor but not while wielding shields.
- **DEFENDER OF THE CROWN (Sp):** As a standard action la rosa can cast *unwilling shield* on a willing ally within 30 feet of him as a spell-like ability. La rosa uses his full character level as his caster level and does not gain the luck bonus to AC and on saving throws (as is the case with the spell)- instead the ally targeted with this ability does. La rosa may do this once per day. This training may be taken twice. If taken a second time la rosa may perform this ability one additional time per day per Intelligence modifier. The ally or la rosa can end this effect prematurely as a swift action.
- **SPELL THORN:** Whenever la rosa successfully uses a spell on their spell list with the word cure in its name on an ally or a spell with inflict in its name on an enemy he gains a stacking +1 sacred bonus to all amounts of HP healed via cure spells and amount of damage caused by inflict spells on their spell list. This bonus cannot be in excess of 1/4th their la rosa level. This ability only functions during combat and when combat ends the bonuses cease. This ability also ends prematurely if la rosa casts a spell, uses a spell completion item, or spell-like ability other than a cure or inflict spell.

- **EARLY BLOOMER:** La rosa may utilize his spellbloom class feature an additional number of times per day equal to 1/3rd his rosa class level. La rosa must be at least 6th level to select this noble talent.
- **MILITARY STUDY:** La rosa may select a combat feat in place of a noble training. This may be selected multiple times, each time he gains a new combat feat.
- **ILL-FATED:** By boxing a creature in, locking it into a fated situation, la rosa can expend 1 use of their fate class feature to cause an enemy creature within 30 feet of la rosa, who has successfully made a save, to reroll that save with a -2 penalty.
- **PRECOGNITIVE EDGE:** When la rosa does not have an ally adjacent to or threatening an enemy they target with an attack, la rosa gains a competence bonus to damage rolls equal to his Intelligence modifier.
- **DIVIDED ATTENTION:** La rosa may be threatened by up to 2 creatures and still retain the bonus from his courtly combat class feature. At 6th level and every 3 levels thereafter he may be threatened by up to one additional creature while retaining this bonus.
- **PRECOGNITIVE AVOIDANCE:** So long as la rosa retains the sacred bonus to attack and damage rolls from his courtly combat class feature he gains the uncanny dodge class feature as a rogue of his level, at 8th level he also gains the improved uncanny dodge class feature as a rogue of his level.
- **FOREWARNED WARRIOR:** La rosa can always act in the surprise round even if they fail to make a Perception roll to notice a foe, but are still considered flat-footed until they take an action. In addition, they add the sacred bonus from their courtly combat class feature to initiative checks. If la rosa is at least 10th level he may spend a use of his fate class feature to act as though he rolled a 20 on his initiative check.

- **COUNTERSTRIKE:** La rosa gains Combat Expertise as a bonus feat. If an creature misses la rosa who was fighting defensively or using Combat Expertise with a melee attack la rosa may make an attack of opportunity against that creature, without the the penalties to attack rolls from combat expertise or fighting defensively.

SIDEBAR: PSYCHIC VS FATE MAGIC?

(SACRED VS INSIGHT BONUSES)

You will note that the bonuses provided to la rosa by its class features are sacred (or profane) bonuses rather than insight bonuses. This because of the fact that the precognition granted to la rosa is due to their use of fate magic- a function of their noble blood, rather than a "psychic" power they possess. Their blood has some divine quality to it, a connection to a greater force or even granted to them by a deity.

Spellbloom (Su):

At 5th level, la rosa may, as a full round action, simultaneously cast 2 spells from their spell list with a casting time of a standard action or less. La rosa may use spellbloom a number of times per day equal to their intelligence modifier.

Good Sense (Sp):

At 7th level, la rosa with this talent have developed a good sense about them that, when aided by their fated foresight, allows them to avoid potentially dangerous situations. They may expend 1 use of their fate class feature after they have successfully made a Reflex, Will, or Fortitude saving throw against an attack that has a reduced effect or amount of damage on a successful save, he instead avoids the effect entirely.

Excellence (Su):

At 10th level, the level of excellence one of noble birth must achieve forces them to perfect their art—pushing it further than others. Any cure or inflict spell cast by la rosa has no maximum damage or healing dependent on the caster level imposed upon them. (Example: Normally a cure moderate wounds spell cures $2d8 + 1$ point per caster level (maximum +10). An 11th level rosa could add +11 to the spell).

Improved Spellbloom (Su):

At 11th level, la rosa expend 2 uses of spellbloom to simultaneously cast 3 spells with spell bloom rather than 2. Doing so still consumes a full-round action.

Master Spellbloom (Su):

At 17th level, la rosa may use their spellbloom class feature at will and simultaneously casting 2 spells in that fashion only consumes a standard action. They may use their improved spellbloom at will as well, however it is still a full round action to do so.

Lord/Lady of Roses:

At 20th level, la rosa can use their fate class feature an unlimited number of times per day.

La Rosa Spell List

0th Level: *Detect magic, guidance, read magic, noble light* ^{AP: Divine}

1st Level: *Command, cure light wounds, divine favor, identify, inflict light wounds*

2nd Level: *Augury, cure moderate wounds, inflict moderate wounds*

3rd Level: *Arcane sight, cure serious wounds, inflict serious wounds, prayer, dispel magic*

4th Level: *Cure critical wounds, divination, inflict critical wounds*

5th Level: *Atonement, mass cure light wounds, mass inflict light wounds*

6th Level: *Banishment, harm, heal, mass cure moderate wounds, mass inflict moderate wounds, true seeing*

Lantern

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAING GAME

“NOT ALL WHO WANDER ARE LOST...”

Lanterns are the guides of a secret network of roads that exist in the spaces between spaces. These unassuming passages can only be navigated by those with a humble heart. Using their very soul to light a torch to lead the way, lanterns lead others in the fight against the darkness.

These places, collectively known as the Neverwhere, are roads that one has to accidentally stumble upon. They look like any other cobblestone road or seldom-used farm path but should you stray from the path once you are on it, your soul will be forfeit. Should you find yourself on one of these roads without a guide, turn back for if you walk long enough upon it you will find that there are shadows at the edge of the path that no eye can pierce. What lies beyond the edges in that darkness, none should challenge for even the gods quiver in their shadows.

These humble guides ignite any kind of shielded receptacles like hooded lanterns, chochin (paper lanterns), and even oil lamps with their hearts, offering an area of safety to those who stay in its warm glow. On the other hand, should this flame die- so too dies the lantern.

Lanterns are not trained. Instead they find themselves upon a secret path and never turn back. They wander on these secret highways, sometimes for years, before they exit forever changed by the experience. Their humble hearts keep the shadows at bay and they can pass with impunity, unknowingly at first, on the webwork of ever changing roads to far off places. Eventually they all come to understand their calling and emerge with a deeper understanding of the Neverwhere.



TABLE 3-1: THE LANTERN

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SOUL- LANTERN RADIUS
1st	+0	+0	+0	+2	Passplace (1/day), power of the light, secret spaces, spells, soul-lantern	20 ft.
2nd	+1	+0	+0	+3	Spark	20 ft.
3rd	+2	+1	+1	+3	Brilliance	30 ft.
4th	+3	+1	+1	+4	Brightness, passplace (2/day)	30 ft.
5th	+3	+1	+1	+4	Spark, the touch	30 ft.
6th	+4	+2	+2	+5	Neverwhere (1/day)	40 ft.
7th	+5	+2	+2	+5	Brilliance	40 ft.
8th	+6/+1	+2	+2	+6	Passplace (3/day)	40 ft.
9th	+6/+1	+3	+3	+6	Lifeline, spark	50 ft.
10th	+7/+2	+3	+3	+7	Neverwhere (2/day)	50 ft.
11th	+8/+3	+3	+3	+7	Brilliance	50 ft.
12th	+9/+4	+4	+4	+8	Passplace (4/day)	60 ft.
13th	+9/+4	+4	+4	+8	Spark	60 ft.
14th	+10/+5	+4	+4	+9	Neverwhere (3/day)	60 ft.
15th	+11/+6/+1	+5	+5	+9	Brilliance	70 ft.
16th	+12/+7/+2	+5	+5	+10	Passplace (5/day)	70 ft.
17th	+12/+7/+2	+5	+5	+10	Spark	70 ft.
18th	+13/+8/+3	+6	+6	+11	Neverwhere (4/day)	80 ft.
19th	+14/+9/+4	+6	+6	+11	Brilliance	80 ft.
20th	+15/+10/+5	+6	+6	+12	Lord of nowhere, passplace (6/day)	80 ft.

Finding yourself in the Neverwhere is not an uncommon occurrence. Anytime you walk the dizzying streets of a new city, it is likely that you slipped into the Neverwhere once or twice- if only briefly. That feeling of being lost in a place you've never been before is the first sign of your visit and the panic that sets in soon after is the first indication you have of the nature of the shadows that now watch you from afar. Lanterns are simply people who have embraced this feeling and walked on the road longer than most.

Some eventually congregate, finding each other on the typically empty spaces between spaces, and share secrets amongst themselves. If they form groups they many have names like "Brothers of the Lanterns", "Those Who Wander", or "Shepherds of the Lost".

HIT DICE: D8.

ROLE:

Lanterns are primarily support characters, providing those in the aura of their lantern's light with bonuses though they can also turn the light into a powerful weapon to harm foes and drive off the shadows. They are also divine casters, though they worship no god. Their magic comes from within- the humility of their heart lends them strength.

SIDEBAR: WHAT IS THE NEVERWHERE?

It has many names but essentially the Neverwhere is akin to the space between realms. The longer you travel on a path in the Neverwhere, the closer the insane and malicious aberrations who call it home draw- unless you have a humble heart. Collectively these creatures who stalk the Neverwhere are called "the shadows". The things that lurk beyond are typically at least CR 9, though often much higher. They commonly include swarms of delvers, neothelids, hordes of destrachan, froghemoths, gaggles of gugs, ghorazagh, and even such nightmares as hyakume. All these things exist in the darkness, waiting in endless numbers for the unwary to stray off their path. It is even said these places are watched by the great old ones as they can touch these spaces...

ALIGNMENT: ANY NON-EVIL

The only qualifier to becoming a lantern is humility. To be humble is to have a low-view of one's own self-importance in the grand scheme of things, the lack pride and arrogance, and to live within one's means. While this is a trait typically associated with good creatures, neutral creatures may still be humble in their actions. Evil creatures, whose actions eventually seek to improve their own standing, are incapable of being truly modest.

CODE OF CONDUCT: HUMILITY

Lanterns must maintain a humble heart. They means they must not brag or seek attention for their actions beyond a modest degree of self-praise. They must not intentionally make themselves out to be better or more powerful than they are- always undervaluing themselves to a degree. They must not take actions out of hubris or pride. Violations of this code must be grievous to warrant considering it a true violation of the code (such as striking a man who has insulted your honor), though a lantern should always strive to remain humble with all their action. A lantern who acts with pride loses all spellcasting, and cannot ignite his soul-lantern. If they should violate their code of conduct while within the Neverwhere, they remain in there for the duration of their spell but their soul-lantern no longer functions- almost assuredly resulting in their death and the death of those they guide.

STARTING WEALTH:

2d6 × 10 gp (average 70 gp.). In addition, each character begins play with an outfit worth 10 gp or less and a hooded lantern (or other suitable vessel for their soul-lantern) for free.

CLASS SKILLS:

The lantern's class skills are Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Survival (Wis), Sense Motive (Wis), Spellcraft (Int)
Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the lantern.

Weapon and Armor Proficiency:

The lantern is proficient with all simple weapons, flail, heavy flails, greatclubs, and dire flails. They are proficient with light armor but not with shields.

Passplace (Su):

Once per day at 1st level (and one additional time per day at 4th level and every 3 levels thereafter), a lantern can cause a passage suitable for general foot travel to appear as a swift action directly when it is needed. These typically appear as uninhabited alleyways (in urban environments), disused shafts (in dungeons), animal trails (in forests and jungles), or even as currents that ensure safe passage through dangerous waters (on the high sea). This passage is long enough to be equivalent to 1 minute of typical travel for the environment they are in (300 feet for a lantern with 30 foot movement) and is devoid of any innate dangers (like traps, encounters, difficult terrain, or other creatures) and connects to another avenue of travel nearby.

Prior to a use of this class feature the passage appears to have been concealed or easily missed ("I would never have seen that alleyway! It's really hidden between those two signs!") though, prior to the lantern needing it, the passageway did not in fact exist. Once exited it cannot be found again. While in use it can be perceived with a DC 20 Perception check. If a lantern resides within one of these passages for more than 5 minutes he finds himself on whichever end he was closest too.

This goes for all creatures who resided in this space while he was in there and should they not leave within 30 seconds of a lantern who made it leaving the passage they also suffer the same fate. This effect can be quite disorienting for some and confusing for all. All creatures (including the lantern) who are shunted out in this fashion must make a Fortitude save (DC 15) or be sickened for 1d4 rounds.

There must be reasonable precedent for the path to exist. A passplace cannot lead to a locked vault for example, but is completely reasonable to exist as an extra road in a crowded city. A straight dungeon hall isn't a good place for one but a confusing labyrinth might offer a great home for a passplace. Ultimately, a GM has discretion over where a passplace may be found.

Power of the Light (Su):

Allies within the initial 20 foot radius of a lantern's soul-lantern (henceforth referred to as the "aura") benefit from a sacred bonus equal to $1/3$ rd his lantern level (minimum +1) on all saves in addition to other benefits described later in this class. Evil allies cannot not benefit from this.

Any creatures of the evil subtype or who is an aberration within the initial 20 foot radius takes 1 negative level so long as they remain in the aura. They receive a Will save while within this radius (DC 10 + $1/2$ lantern level + Charisma modifier) the first time they enter this radius. If they fail this save, they take 1 additional negative level + 1 for every 5 levels of lantern they possess. These additional negative levels remain for 1 hour. If they successfully save they are immune to this Will save for 1 hour.

At 3rd level, and every 3 levels thereafter, the radius of the lanterns aura increases by 10 feet, to a maximum of 80 feet at 18th level.

Secret Spaces (Su):

At 1st level, a lantern can take paths that don't normally exist to the eyes of anyone who is looking for them. This webwork of secret, seemingly mundane (though actually planar) paths allow him to travel twice the normal distance when using overland travel (they can travel 48 miles per day if they have a 30 ft movement rather than 24 for example). Furthermore lanterns are immune to maze spells and cannot become lost.

Soul-Lantern (Su):

At 1st level, the lantern can light any covered light source such as a hooded lantern, chochin (paper lanterns), and oil lamp (not a torch or other open fire) with the power of their humble soul as a swift action. This literally transfers the soul of the character to that lantern. He may only light one lantern in this fashion (as he only has 1 soul) and the object that holds his soul is called the "soul lantern". While lit the soul-lantern casts supernatural light that shields his allies, this display varies between individual soul-lanterns, but always takes an appearance reflective of some aspect of the lantern's personality.

A lantern must touch a receptacle to put his soul in it and may retrieve his soul from it as a move action. Should the soul-lantern leave the possession of the lantern, it ceases to function. A lantern can reclaim his soul as a move action from anywhere in existence.

At 1st level it sheds bright light, shedding normal light in a 20 foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). At 3rd level and every 3 levels thereafter the radius of the soul lantern's light increases by 10 feet to a maximum of 80 feet at 18th level. A lantern may adjust the radius of his soul lantern's light to anything below his maximum as a free action.

A soul-lantern gains an amount of hardness equal to $10 +$ twice the lantern's level. Should a soul-lantern take damage, the damage is dealt to the character's hitpoints.

A lantern may be attached to a heavy flail or dire flail in place of the head of the weapon. This imposes a -1 penalty on all damage rolls with the weapon (minimum 0 damage).

Spells:

A lantern casts divine spells drawn from the lantern spell list. He can cast any spell he knows without preparing it ahead of time. Every lantern spell requires him to be wielding a lit soul-lantern. To learn or cast a spell, a lantern must have a Charisma score equal to at least $10 +$ the spell level. The Difficulty Class (DC) for a saving throw against a lantern's spell is $10 +$ the spell level + the lantern's Charisma modifier. If a lantern casts a single target spell on a creature, that creature must reside within the aura of the lantern's soul-lantern (see Table 3-1: The Lantern for a soul-lantern's radius).

Like other spellcasters, a lantern can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3-2: Lantern Spellcasting. In addition, he receives bonus spells per day if he has a high Charisma score.

The lantern's selection of spells is extremely limited. A lantern begins play knowing four 0-level spells and two 1st-level spells of the lantern's choice. At each new lantern level, he gains one or more new spells, as indicated on Table 3-2: Lantern Spellcasting. (Unlike spells per day, the number of spells a lantern knows is not affected by his Charisma score (See Table: Ability Modifiers and Bonus Spells).

Upon reaching 5th level, and at every third lantern level after that (8th, 11th, and so on), a lantern can choose to learn a new spell in place of one he already knows. In effect, the lantern “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level lantern spell the lantern can cast. A lantern may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A lantern need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell’s level.

Sparks:

At 2nd level and every 4 levels thereafter, a lantern gains a spark from the list below.

- **LANTERN LANCER (EX):** The lantern no longer suffers a penalty on damage rolls made with his lantern, furthermore he gains a +2 competence bonus on damage rolls and a +1 competence bonus on attack rolls made with weapons that have their lantern attached.
- **GREYFLAME:** Any class feature that prohibits evil characters from benefiting from it now affects evil characters. In addition, the lantern may cast spells such as *dismissal* and *banish* on outsiders of any alignment rather than just aberrations and evil aligned outsiders.
- **ARMORED CARAVAN (EX):** The lantern becomes proficient in medium and heavy armor. Furthermore the lantern and his allies within his aura never have their speed modified by armor or encumbrance. The lantern must be at least 6th level before selecting this spark.

- **BOON GIVER:** Any ally who the lantern casts *bear’s endurance*, *bull’s strength*, *eagle’s splendor*, *fox’s cunning*, *owl’s wisdom* on (or the mass version of one of those spells) also gains a +2 luck bonus to their AC for the duration of the spell.
- **STOKE THE FIRE (SU):** Any time the lantern lands a killing blow on a creature or confirms a critical hit with a weapon that has his lantern attached to it the aura of his soul-lantern improves by 20 feet for 3 rounds. This does not stack, but subsequent applications of it do reset the duration. In addition, he gains a +1 morale bonus hit with weapons that have his soul lantern attached to it under all circumstances.
- **BLUDGEONING MASTER (EX):** Select 3 weapons that only deal bludgeoning damage and become proficient in their use (exotic or martial). Furthermore, the lantern may attach his soul-lantern to any bludgeoning weapon he is proficient with.
- **CASTING SHADOWS (EX):** By manipulating the shadows, allies may attempt to make a Stealth check as if they were in shadows while in lantern’s aura.
- **DISPELLING SHADOWS (SU):** Any time an enemy tries to cast a spell of the necromancy school or shadow subschool within the aura of the lantern’s soul-lantern they must make a concentration check (DC 15 + spell level) or lose the spell.

Brilliance:

At 3rd level and every 4 levels thereafter a lantern gains a new brilliance. A brilliance is a new benefit that empowers his allies within the aura of his soul-lantern. A lantern may only have a number of brilliances active at a give time equal to his Charisma modifier.

TABLE 3-2: LANTERN SPELLCASTING

SPELLS PER DAY							SPELLS KNOWN						
LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	0TH	1ST	2ND	3RD	4TH	5TH	6TH
1st	1	-	-	-	-	-	4	2	—	—	—	—	—
2nd	2	-	-	-	-	-	5	3	—	—	—	—	—
3rd	3	-	-	-	-	-	6	4	—	—	—	—	—
4th	3	1	-	-	-	-	6	4	2	—	—	—	—
5th	4	2	-	-	-	-	6	4	3	—	—	—	—
6th	4	3	-	-	-	-	6	4	4	—	—	—	—
7th	4	3	1	-	-	-	6	5	4	2	—	—	—
8th	4	4	2	-	-	-	6	5	4	3	—	—	—
9th	5	4	3	-	-	-	6	5	4	4	—	—	—
10th	5	4	3	1	-	-	6	5	5	4	2	—	—
11th	5	4	4	2	-	-	6	6	5	4	3	—	—
12th	5	5	4	3	-	-	6	6	5	4	4	—	—
13th	5	5	4	3	1	-	6	6	5	5	4	2	—
14th	5	5	4	4	2	-	6	6	6	5	4	3	—
15th	5	5	5	4	3	-	6	6	6	5	4	4	—
16th	5	5	5	4	3	1	6	6	6	5	5	4	2
17th	5	5	5	4	4	2	6	6	6	6	5	4	3
18th	5	5	5	5	4	3	6	6	6	6	5	4	4
19th	5	5	5	5	5	4	6	6	6	6	5	5	4
20th	5	5	5	5	5	5	6	6	6	6	6	5	5

- **NEART ("MIGHT")**: +1/4th lantern level sacred bonus on all damage rolls that rely on a character's Strength modifier. Evil allies cannot benefit from this.
- **DÍRITHE ("FOCUSED")**: +1/4th lantern level sacred bonus on all attack rolls that rely on a character's Dexterity modifier. Evil allies cannot benefit from this.
- **TINE ("FIRE")**: All attacks made by the lanterns allies deal 1d6 additional fire damage and are treated as magical for the purpose of bypassing DR. This additional damage improves by 1d6 for every 5 levels of lantern he possesses.
- **CROGA ("BRAVE")**: All creatures within the aura of the lantern's soul-lantern are immune to fear effects. A lantern must be at least 7th level to select this.

- **COSAINT ("PROTECTION")**: +1/4th the lantern's level to all allies AC as a sacred bonus if they are within the aura of his soul-lantern. Evil allies cannot not benefit from this.
- **GRIAN ("SUN")**: The light in the aura of the lantern's soul-radius is treated as if it was natural daylight. In addition, any spell from the evocation school that deals damage deals 2 points of additional damage per damage dice if cast by anyone within the aura of the soul-lantern.
- **GHNOTHU ("RECOVERY")**: All allies within the aura automatically stabilize and if they are below 0 HP are healed for a number of hit points equal to $1 + 1/3$ th his lantern level at the start of each of their turn. In addition, any spell from the conjuration school that heals damage heals 2 points of additional damage per damage dice if cast by anyone within the aura of the soul-lantern.

Brightness (Su):

At 4th level, a lantern's soul-lantern aura increases to at least normal light regardless of the existing lighting conditions. This counteracts spells such as *darkness* and *deeper darkness*.

The Touch (Su):

A lantern of 5th level can affect any ally within the aura of their soul lantern with touch range lantern spells.

Neverwhere (Sp):

At 6th level, once per day and one additional time per day at 10th level and every 4 levels thereafter a lantern may enter the Neverwhere with anyone he can shelter in his light. This functions as the spell *shadow walk* as a full round action with the following changes. They may take with them any willing ally creature within the aura of their soul-lantern so long as that creature remains in that radius for the full duration of the spell. Creatures do not have to be touching. To use this class feature, the lantern must begin on a path. When the spell ends, the lantern is not shunted out but arrives on the nearest path (no matter how vague) within 100 feet of his current location when the spell ends. This ability cannot be used to arrive at the border of a another plane of reality like *shadow walk* normally allows.

A creature that leaves this radius for more than 30 seconds they will be shifted, as if by *plane shift* (cast by a $10 + 1d10$ level caster) to a desolate region of the Neverwhere and set upon by the creatures of the Neverwhere (see the sidebar at the beginning of this class). If they make the save, every interval of 30 seconds they stray from the light the creature (re-roll caster level each time). This happens to individual creatures, rather than groups to ensure they are split up. The regions of the Neverwhere they are deposited in are always different from each other.

Lifeline (Su):

At 9th level, a number of times per day equal to his Charisma modifier a lantern can teleport any and all willing allies within 100 feet to the nearest unoccupied space within his aura as a standard action.

Furthermore, this may be used to recall a single willing ally who has been plane shifted by the darkness in the Neverwhere back to a random unoccupied square within the lantern's aura. The creature must have been plane shifted no more than 1 minute ago for this to function and only works on willing creatures. If the creature is not willing, the use of this class feature is still consumed.

Lord of Neverwhere:

At 20th level, a lantern knows all the nooks and crannies of the Neverwhere. When traveling in the Neverwhere (via *shadow walk*) the lantern and all those in his aura may travel 300 miles per hour (rather than 50). Creatures who started a trip to the Neverwhere with him who are plane shifted by the darkness are instead returned to his aura when shifted.

Lantern Spell List

0th Level: *Daze, detect magic, detect secret doors, guidance, know direction, light, resistance, spark*

1st Level: *Cure light wounds, enlarge person, expeditious retreat, faerie fire, flare burst, longstrider, pass without trace, magic weapon, moment of greatness, sanctuary*

2nd Level: *Aid, bear's endurance, bull's strength, cure moderate wounds, daylight, eagle's splendor, glitter dust, fox's cunning, heroism, hide campsite, lesser restoration, owl's wisdom, protection from arrows, status, scorching ray, see invisibility, zone of truth*

3rd Level: *Banish seeming^{APC}, campfire wall, cat's grace, communal protection from arrows, cure serious wounds, dispel magic, greater longstrider, greater magic weapon, haste, invisibility purge, keen, searing light, wrathful mantle*

4th Level: *Call lightning, cure critical wounds, death ward, dimension door, discern lies, dismissal*, freedom of movement, life bubble, mass daze, mass enlarge person, planar adaptation, restoration, shadow step**, spell immunity*

5th Level: *Banishment*, breath of life, communal spell immunity, flame strike, greater dispel magic, flame Strike, greater heroism, mass cure light wounds, plane shift, teleport, true seeing*

6th Level: *Disintegrate, ethereal jaunt, find the path, getaway, greater teleport, heal, mass bull's strength, mass cat's grace, mass cure moderate wounds, mass eagle's splendor, mass fox's cunning, mass owl's wisdom, sunbeam, teleport object*

*Only effects aberrations and evil outsiders.

**This can only be done while your soul-lantern is lit and does not have to be in an area of shadows.

Leper

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

A leper is a ruined man possessing a poetic soul and the will of a warrior. Cursed with an incurable plague, he finds strength in his weakness, and opportunity in the way others treat him poorly. A leper, faced with the certainty of his own death, draws on an inner strength and piety to overcome the challenges of a world that hates him. A leper, despite the humiliation and ugliness of his existence, can still see the beauty of the world and does so from a unique perspective.

While this class is called “leper”, it is done simply to invoke the stigma of days long past. This class does not need to be afflicted with an incurable form of Hansen’s disease (aka “leprosy”). It can, however, be afflicted with any other diseases that have historically had a stigma attached to them. Other examples could be syphilis, tuberculosis, or even typhoid fever.

HIT DICE: D10.

ROLE:

A leper is a crippled warrior, afflicted by an incurable disease. He may share his weakness with his opponents, inflicting upon them the hardships of his own physical form.

ALIGNMENT: ANY NON-EVIL

Members of the leper class are inherently non-evil. This does not mean all people with an affliction are good, simply that members of this particular class are all creatures of a non-evil alignment. They are simply characters with an affliction who find strength in their weakness through faith. This may be literal divine faith, faith in their own self, faith in the kindness of the world, or some kind of positive epiphany brought on about the nature of man through a direct confrontation with their own mortality. Should a leper gain an evil alignment he cannot gain piety points and they are set to 0 until such a time that he regains at least a neutral alignment on the good/evil axis.



TABLE 4-1: THE LEPER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+0	+2	Affliction, bonus feat, do unto others, piety, reviled
2nd	+2	+0	+0	+3	Live with the pain, unnoticed
3rd	+3	+0	+1	+3	Weakness
4th	+4	+0	+1	+4	Bonus feat, outbreak, nerve damage (1/-)
5th	+5	+0	+1	+4	Inheritance of the meek, live with the pain
6th	+6/+1	+0	+2	+5	Inner beauty
7th	+7/+2	+0	+2	+5	Nerve damage (2/-)
8th	+8/+3	+0	+2	+6	Bonus feat, live with the pain
9th	+9/+4	+0	+3	+6	Inner beauty
10th	+10/+5	+0	+3	+7	Nerve damage (3/-)
11th	+11/+6/+1	+0	+3	+7	Live with the pain
12th	+12/+7/+2	+0	+4	+8	Bonus feat, inner beauty
13th	+13/+8/+3	+0	+4	+8	Nerve damage (4/-)
14th	+14/+9/+4	+0	+4	+9	Live with the pain
15th	+15/+10/+5	+0	+5	+9	Inner beauty
16th	+16/+11/+6/+1	+0	+5	+10	Bonus feat, nerve damage (5/-)
17th	+17/+12/+7/+2	+0	+5	+10	Live with the pain
18th	+18/+13/+8/+3	+0	+6	+11	Inner beauty
19th	+19/+14/+9/+4	+0	+6	+11	Nerve damage (6/-)
20th	+20/+15/+10/+5	+0	+6	+12	Bonus feat, live with the pain, salvation

INSPIRATIONS:

This class draws from a number of historical and fictionalized historical lepers or other characters cursed with a slow and ultimately terminal affliction. We primarily draw from the life of Otani Yoshitsugu (and his legendary friendship with Ishida Mitsunari) as well as from the escapades of Baldwin IV of Jerusalem or the gallant knights of the Order of St. Lazarus in Jerusalem during the crusades.

STARTING WEALTH:

1d6 × 10 gp (average 35 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The leper's class skills are Craft (Int), Disguise (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Stealth (Dex), Survival (Wis)
Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the leper.

Weapon and Armor Proficiency:

The leper is proficient with all simple and martial weapons and with light and medium armor (not heavy) and shields (but not tower shields).

Affliction (Ex) (Pn):

At 1st level, the leper suffers from an incurable form of a disease. The leper should consult with their GM to select an appropriate disease. The disease should have a frequency of 1/week, though diseases with a 1/day frequency may be modified to have a 1/week duration to fit with the class. For particularly short games a disease with a 1/day frequency may be used. The disease should be detrimental and as such, things like lycanthropy or vampirism are not typically good choices. The disease should be a physical disease rather than a purely mental or spiritual one.

If selected for this class feature the disease is made incurable by anything shy of a wish spell. It may be that the character has contracted a particularly virulent strain, their affliction has been ordained by a deity, or some other character appropriate reason. Should a leper be cleansed of its affliction or he becomes immune to diseases he loses access to all of its leper class features and replaces its class levels with an equal number of class levels in a different class. Typically this is a mundane martial class like fighter, rogue, or barbarian. If the leper was particularly righteous they may consider taking levels in paladin or cleric (particularly if the source of their cure was divine). It is uncommon for them to take levels in magical classes like wizard.

DC for Leper Abilities:

The DC for most leper class features are based on the leper's Charisma. However, as some diseases drain his Charisma, this is not always practical. If the leper is afflicted with such a disease he should use a mental ability score not affected by his affliction (Wisdom or Intelligence).

Piety (Su):

Lepers draw their strength not from a deity or some other fantastic source but from their own inner strength of character. Through humility, loyalty, kindness, and an understanding of suffering they amass a deep into what it means to be mortal and are thus rewarded with reserves of great spiritual strength. A leper can hold up to twice his leper level in piety points and he recovers to this full value after 8 hours of rest.

A leper may recover a piety point by hastening the onset of his disease, once per day attempting the save against his disease (incurring the normal penalties if he fails). If he does so he recovers up to his maximum in piety points.

SIDEBAR: ENVISIONING PIETY POINTS & THE LEPER'S ALIGNMENT

Thinking of piety points as "points" is something of a misnomer. They are better imagined as a scale, expending them bringing the leper closer to one side while gaining them bringing closer to the other. Spending piety points represents a leper going against his nature and notions of good will by inflicting suffering on others. They are sort of "pardons" or "get out of jail free" cards for actions going against his code. A GM is encouraged to disregard the impacts that actions that cost piety points have on the alignment of a leper outside of intent. For example: If a leper uses his "do unto others" class feature in self defense or in war, he is defending himself and should not be more harshly than if he had struck an

opponent with a sword or spell. However, should he intentionally give the town fool leprosy as a joke- this would still probably cause a shift in his alignment despite the action costing piety points.

Bonus Feat:

At 1st level, the leper gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats. The leper gains another bonus combat feat in addition to those gained from normal advancement at 4th level and every 4 levels thereafter.

Do Unto Others (Su):

At 1st level, a leper can target a single creature within 30 feet of him as a standard action and make a ranged touch attack to inflict upon that creature their affliction. This costs 1 piety point, as it inflicts the suffering he feels onto another soul. If struck, the creature makes a save against the disease. The save DC becomes $10 + 1/2$ leper level + Charisma modifier regardless of what the affliction's normal save is. A creature already suffering from his affliction is immune to this class feature.

In addition, if the creature fails the save a leper may also pass on any one weakness he has (see "weaknesses" section in the inner beauty class feature). At 4th level the leper may pass on a number of these weaknesses equal to $1/2$ his leper level. These conditions persist for as long as the leper himself suffers from the or a number of rounds equal to the leper's Charisma modifier passes, whichever comes first.

Finally, if the creature fails the save a leper may also pass on any one negative condition from the following list if he pays 1 piety point: bleed (creature receives the same amount as the leper is suffering from), blinded, confused, dazed, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, stunned.

At 4th level the leper may pass on a number of these conditions equal to $1/2$ their leper level and must pay 1 piety point for each condition he passes on. These conditions persist for as long as the leper himself suffers from the or a number of rounds equal to the leper's Charisma modifier passes. Some of these conditions cannot initially be passed (such as paralyzed) without the use of the "live with the pain" class feature.

Reviled (Ex):

A leper is, by the will of fate, a character who is reviled and hated by others due to a social stigma associated with their illness. This causes those who are aware of their affliction to draw back in terror and disgust. The leper has a -8 penalty on all positive social interactions. In rare instances, this may not come into play. For example: A leper in a church of a god of plagues may actually receive this as a bonus or a hideous species with little concern for hygiene or disease (such as ratfolk or feral trolls) may not even notice this.

However, a leper is accustomed to operating in positions where he is overlooked or outright detested. He gains a bonus equal to $1/3$ rd his leper level on Intimidate checks if he invokes his affliction in some way as part of the check.

Unnoticed (Ex):

At 2nd level, a leper may use his lowered status in the world to his advantage. By spending 1 piety point at the start of a round as a swift action, he is shielded from the notice of all other creatures until the start of his next turn. Being unnoticed has all the benefits of a successful Stealth check and can only be used while being observed. Creatures who wish to regard the leper as a threat must make a Sense Motive check opposed by his own Bluff or Disguise skill (whichever is higher). If the leper is successful, creatures see him, although they regard him as being unworthy of attention. This only functions on non-mindless creatures. This breaks once he has taken an overtly hostile action (anything that would break an invisibility spell) and he must wait 1d4 rounds before using it again.

SIDEBAR: BONUSES AGAINST UNNOTICED

Actions that would actively cause creatures to draw attention to the leper should provide the creature on the Sense Motive check. This may be something like stealing a valuable item, shouting vital information, or the like can something on the level of a +4 bonus.

Live with the Pain (Su):

At 2nd level and every 3 levels thereafter the leper becomes able to resist a new condition by working through the pain. As a standard action that costs 1 piety points, regardless of conditions placed upon him, he may use this class feature to overcome (though still remain afflicted with) any condition he has selected with this class feature for a number of rounds equal to his Charisma modifier. Though he is still technically afflicted with them, he may act as if he does not.

For example: If the leper has selected "paralyzed", he may take a standard action on his next turn after being paralyzed (despite being paralyzed) to ignore the effects of being paralyzed. He remains afflicted with paralysis, though acts as if he did not have it, and can use his do unto others class feature to afflict others with it.

At 2nd level and every 3 levels thereafter he selects one of the following conditions that he may ignore via live with the pain: blinded, confused, dazed, dazzled, disabled ¹, deafened, exhausted, fatigued, fear effects ², illness ³, paralyzed ⁴, sickened, staggered, stunned.

¹ The disabled condition cannot be passed on via the do unto others class feature, though this allows the leper to act normally once he has stabilized (despite being at negative HP).

² This covers cowering, frightened, panicked, shaken.

³ This covers nauseated and sickened.

⁴ Paralyzed also covers petrified.

Inner Beauty:

Humbled by the beauty of the world despite the ugliness that surrounds them, a leper can see into the hearts of men with a unique perspective. At 3rd level and every 3 levels thereafter, a leper can chose to take an inner beauty talent from the list below. Alternatively, a leper can instead chose a weakness. A weakness is a further malady to afflict them that they can pass on to their opponents using his do unto others class feature.

- **SOFT EYES (EX):** A leper has experienced suffering and can recognize it in others. When he lays eyes upon a sentient creature he may search for a kindred spirit- immediately telling the leper if the creature has experienced a great tragedy in their life. What defines a great tragedy is somewhat subjective, but is ultimately defined as suffering far in excess of what is typical for the average commoner or acts committed against the creature that were excessively evil.

This includes deep psychological scars like the brutal murder of one's entire family, prolonged wrongful imprisonment, long periods of starvation, prolonged violent racism, etc. A leper doesn't learn what the tragedy is, just that they have experienced it. Furthermore, which such creatures a leper gains a +4 bonus on Diplomacy and Sense Motive checks.

- **DIVINE ALMS (SU):** A leper with this inner beauty talent can always find alms (gifts of charity), no matter where they find themselves. This means they can food, water, and shelter for free on a daily basis. This may simply be a blanket to sleep under, some rain water, and some crusty bread but the leper will not starve. This divine sense of alms is always extended to all of the leper's allies. In addition, once per week a leper can make 1 gold per day per level of leper by begging in a city (or other sizable settlement) for 8 hours. This talent represents divine intervention, not strictly mundane charity and may provide for the leper and his party in mysterious ways.
- **SUCCOR (EX):** The leper has experience treating his own ailments and has learned a great deal about easing the pain of others. He gains a +4 bonus on Heal checks to treat and identify diseases, poisons, and venoms (magical or otherwise). In addition, when providing any aid another check he receives a +2 bonus on the roll.
- **SHOULDER THE BURDEN (SU):** As a standard action a leper can touch a willing ally and take a negative status effect from them from the following list: blinded, confused, dazed, dazzled, deafened, a disease, a poison, paralyzed, or sickened. This transfer is permanent for the duration of the effect. A leper can do this multiple times per day but after the first time per day he must pay 2 piety points to do so and never more than once per person per day.
- **INNER TRANQUILITY (EX):** Hostile creatures who come within 10 feet of you have any morale bonuses granted by spells such as *bless*, *good hope*, and *rage* suppressed (but not dispelled). While the effect lasts, a suppressed spell, condition, or effect has no effect. Once outside the radius of this inner beauty talent, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime. A barbarian or frenzied creature who comes within this radius must make a Constitution check (DC 10 + 1/2 leper level + leper's Charisma modifier) in order to maintain his rage/frenzy. Creatures that make their save are immune to the effect for 24 hours.
- **DISGUISED BY DISFIGUREMENT (SU):** Disfigurement by disease, layers of bandages, and/or scarred skin have made it difficult to determine what exactly the leper's race truly is. The leper suffers no penalty for trying to use Disguise to impersonate a different gender, age, or humanoid race. In addition, he may substitute a Disguise check in place of a Use Magic Device check to emulate a race.
- **DIVINE CARE (SU):** A leper can expend 2 piety points as a free action when an ally casts a healing spell on the leper to maximize the number of hit points they gain from the spell. This also applies to healing caused by the channel energy and lay on hands class features.
- **TERMINAL VISION (SP):** A leper can cast *deathwatch* and *detect disease* as a spell-like ability at will due to their own unique relationship with death and the divine.
- **RELIEF FROM PAIN (SU):** A leper can expend a number of piety points after praying for an hour to remove Dexterity penalties caused by their nerve damage class feature for 24 hours. This removes a -2 penalty for every 1 piety point they expend.

WEAKNESSES (EX) (PN):

- **CLUB-DIGITS:** Gripping objects becomes impossible with one hand (or other appendage normally used to grip things). If spread via do unto others, the recipient decides which hand (or hand-like appendage) become afflicted.
- **WHEELCHAIR BOUND:** The leper's land speed is reduced to zero and he may not use his legs for anything (kicking, running, etc).
- **BLIND:** The leper becomes blinded (as per the condition).
- **DEAF:** The leper becomes deaf (as per the condition).
- **BEDRIDDEN:** The leper must sleep for an additional 2 hours for each duration of rest. For example: a leper with spells would have to rest for 10 hours to recover them rather than 8 or 3 hours to reduce exhausted to fatigued rather than 1. If spread via his do unto others class feature a creature that fails their save against the disease also falls asleep for 1 round.
- **INFIRMED:** The leper takes a -4 penalty to one ability score of his choosing. This weakness may be taken multiple times and each time it can either apply to a new ability score or as an even greater penalty to the same ability score.
- **MEMORY GAPS:** The leper's memory begins to have gaps and holes in it. He may not remember clearly the name of close friends, may have bouts where he believes it to be an earlier point in his life, or simply not recall information that anyone else normally would be able to. This is largely a roleplaying weakness though it does force him to make a DC 15 Wisdom check to recall events that occurred more than 1 week ago. If he fails, he does not recall it, though he may be able to recall that same information at a later time. If spread via the do unto others class feature it causes any characters with prepared spellcasting to lose 1 prepared spell at their highest spell level and 1d3 at randomly determined lower levels.

Nerve Damage (Ex/Pn):

Starting at 4th level the leper's body starts to succumb to his affliction. This causes a deadening of his nerves and a general hardening of their body. This grants him DR 1/- and a -2 to his Dexterity. At 7th levels and every 3 levels thereafter this DR and Dexterity penalty increases by 1 (DR 5/- and -6 Dexterity at 18th level).

However, whenever he uses do unto others this is passed on (both the benefits and penalties) to any enemy who fails their save against the leper's affliction. He may not chose to not pass the DR and associated Dexterity penalty on if he does not wish to when using his do unto other class feature.

Outbreak (Su):

At 4th level, the leper can use his do unto others class feature as a standard action to infect all creatures within a 30 ft radius with their affliction. This does not discriminate between allies and enemies.

Inheritance of the Meek (Su):

At 5th level, the leper adds 1/2 his leper level to all damage rolls as a sacred bonus against any creature he targets while unnoticed.

Salvation (Su):

At 20th level a leper's gallant soul allows him to transcend the mortal coil to an existence where humility and beauty are one in the same. He is forevermore treated as an outsider rather than his base creature type for the purpose of spells and magical effects. In addition he radiates a 30 ft. aura that makes his allies immune to all diseases and poison. He may also touch any creature with his affliction and cure it as a swift action. Finally, at will he may suppress or reactivate his affliction.

Non-Functional Legs & Battle Waggon

The following section was primarily written for lepers with non-functioning legs but can be used by any character.

Non-Functional Legs

A character who is legless has its movement speed reduced to 5 feet per round and they are considered legless (which means they are unable to be tripped). This has no direct impact on their ability scores or skills, though in specific instances it may apply a penalty. A character with non-functional legs takes a -10 penalty on Acrobatics checks made to jump.

Battle Wagons

No legs? No problem! Battle wagons are armored wheelchairs that retain a high degree of mobility. With a battle waggon a character with non-functional leg's movement speed is set to whatever the speed indicated on Table 4-2: Battle Wagons. Battle wagons can only traverse terrain that is horizontal (up to 45 degrees) and a character with one cannot squeeze. A battle wagon's weight is not carried by its rider. A character in a battle waggon gains a +4 bonus to CMD against trip attempts.

Each variety of battle wagon requires a specific kind of armor proficiency as well as the Battle Wagon Proficiency feat to be considered proficient in their use. A character who is non-proficient in its use has the battle wagon's speed reduced by 10 feet (minimum 5 feet), cannot pass over difficult terrain, does not gain the +4 CMD, and the rider must have two hands free to move it.

Another character can push a willing character in a battle wagon. Allowing another creature to move them consumes the equivalent kind of action on their next turn (Example: Bill the Barbarian pushes Samantha the sorcerer up the Bill's land speed as a move action. On Samantha's next turn her move action is consumed. If Bill had taken a double move, this would have taken a full round action from Samantha if she had allowed it). Attempting to move an unwilling character in a battle wagon works in the same fashion as per normal (normally a grapple or reposition combat maneuver).

SIDEBAR: CHARACTERS WITH FUNCTIONING LEGS IN BATTLE WAGONS

The rules presented are for characters with non-functioning legs. While nothing is stopping a character with fully functioning legs from using one, we do not encourage this.

Wicker Wagon

LIGHT ARMOR

A wicker wagon is a light, flexible, non-intrusive wheelchair with narrowly spaced wheels. It is primarily made of thick but flexible wood like bamboo, wicker, or rattan. The legs and lower parts of the torso are shielded by an angular shield and arm movement is unimpeded. This chair is favored by many spellcasters who have lost the use of their legs. Unlike other battle wagons, a wicker wagon can squeeze but its thin wheels are unable to traverse difficult terrain without assistance.

Skirmisher Sled

LIGHT ARMOR

A skirmisher sled is a battle wagon designed for skirmishing and scouting while not giving up any of its defensive capacity. It is a metal wheelchair with angled wheels for maximum speed and maneuverability. The whole frame is rounded and shielded by thick leather up to their torso (which is covered in chainmail). Unlike other battle wagons, the skirmisher sled had very little back support.

Battle Wagon

MEDIUM ARMOR

The mainstay for most handicapped fighters, a battle wagon is a thick metal wheelchair with large wheels that has overlapping form-fitting thin metal plates. It has extra architecture built into it to assure that it won't be able to be turned over.

Citadel Chair

HEAVY ARMOR

A citadel chair is designed for maximum protection of their wielder. The thick sheets of metal armor overlaps, creating an effect not unlike full-plate. It has great, thick, armored, tires with studs in them, that come up to the rider's ribcage. The chair's armor comes up to the neck of the rider and is augmented by full-plate pieces that cover any exposed parts.

TABLE 4-2: BATTLE WAGONS

ARMOR	COST	ARMOR BONUS	MAX DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE %	SPEED	WEIGHT	TYPE
Wicker Wagon	50 gp	+1	+6	-2	0%	25 feet.	10 lbs.	Light
Skirmisher Sled	120 gp	+3	+5	-2	20%	30 feet.	35 lbs.	Light
Battle Wagon	220 gp	+6	+3	-4	25%	20 feet.	55 lbs.	Medium
Citadel Chair	1,700 gp	+9	+1	-8	35%	15 feet.	110 lbs.	Heavy

Mariner

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Every seafaring culture has their own version of seafaring protagonists who parlay their skill as fishermen into skills as heroes. Mariners are warriors who evolved from fishing-centric cultures who are deadly on both land and sea. Mariners are skilled with many martial weapons but are particularly deadly with the weapons of their trade: harpoons, nets, tridents, and even things like fishing rods adapted for combat. Though they are not divine casters, they have mystic abilities that they use to bring the sea to wherever they are fighting.

Though a mariner has powers bestowed upon them by the gods of the sea, their relationship their patron deity is fundamentally different than that of other divine characters. Their relationship is often antagonistic or the deity is seen more as a rival than as a true benevolent deity. Through superstition and the old laws of the sea the mariner slowly steals divine power from their god- earning it through cunning and demonstrations of their prowess. The mariner is like a fisherman casting his line- drawing in a bounty of power through force of will in a struggle as old as time.

Many times a mariner does not intend to steal the power they gain and may even start out fearful of the unwanted and bizarre abilities thrust upon them. Some are cursed, some are the subject of the whims of the gods (accidentally or intentionally antagonizing one deity or another), others seek this sort of strength as a means to an end. The sea god may not be a literal deity- it may be the metaphysical concept of man vs nature (more literally- man vs the sea) and it challenges the mariner to overcome it.



TABLE 5-1: THE MARINER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+0	+2	Fishing, flood magic, ire of the sea
2nd	+2	+0	+0	+3	Bold explorer, bonus feat
3rd	+3	+1	+1	+3	Martial mariner, prince/princess of the sea
4th	+4	+1	+1	+4	Flood magic, heart of the sea
5th	+5	+1	+1	+4	Appeasement, bonus feat
6th	+6/+1	+2	+2	+5	Martial mariner
7th	+7/+2	+2	+2	+5	Flood magic
8th	+8/+3	+2	+2	+6	Bonus feat, death of an albatross
9th	+9/+4	+3	+3	+6	Martial mariner
10th	+10/+5	+3	+3	+7	Flood magic
11th	+11/+6/+1	+3	+3	+7	Bonus feat
12th	+12/+7/+2	+4	+4	+8	Martial mariner, power of Poseidon
13th	+13/+8/+3	+4	+4	+8	Flood magic
14th	+14/+9/+4	+4	+4	+9	Bonus feat
15th	+15/+10/+5	+5	+5	+9	Martial mariner
16th	+16/+11/+6/+1	+5	+5	+10	Flood magic
17th	+17/+12/+7/+2	+5	+5	+10	Bonus feat
18th	+18/+13/+8/+3	+6	+6	+11	Martial mariner
19th	+19/+14/+9/+4	+6	+6	+11	Flood magic
20th	+20/+15/+10/+5	+6	+6	+12	Sea god

The sea god may go out of his way to cause ill fortune or even death on particularly strong mariners, but they typically regard novice ones in the same fashion that a shark might regard a minnow. There is often a begrudging respect between sea god and mariner- the kind of respect a fisherman might have for a marlin he fought for hours to catch. Mariners, while they may not actively heed the call of their deity in times of need, do have a special connection to the sea and may occasionally offer aid if it suits them- working together with their deity as two enemies with a common goal.

Mariners are often old sea dogs or those who have somehow earned or taken some of the powers of a sea god though some act of service or even simply the fickle winds of fate. Mariners easily find common ground with rangers, their brethren of the grove, and even paladins who understand their connection to the divine- even if mariners have a very different sort of relationship.

HIT DICE: D10.

ROLE:

Mariners are combatants who belong in the midst of a melee. They excel at catching weaker opponents like fish and drawing them into range of their allies on the front line. They require superb Strength and are more focused on their offense than their defense.

ALIGNMENT: ANY

INSPIRATIONS:

The Odyssey, the Rime of the Ancient Mariner, Old Man and the Sea, Moby Dick, The Tempest

STARTING WEALTH:

3d6 × 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The mariner's class skills are Acrobatics (Dex), Craft (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (sailor) (Wis), Spellcraft (Int), Survival (Wis), Swim (Dex).

Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the mariner.

Weapon and Armor Proficiency:

The mariner is proficient with all simple and martial weapons and with light armor, but not with medium or heavy armor or any kind of shield. In addition, mariners are proficient with fishers, harpoons, great harpoons, and battle anchors.

Fishing (Ex):

At 1st level, a mariner who successfully hits their opponent with a harpoon, great harpoon, or fisher compares the result of their attack roll against their opponent's CMD without their size modifier. If the mariner's result is higher than the target's CMD, the mariner may move his target up to his weapon's range increment and return his weapon to him. This movement may not cause the target to be placed in a dangerous square.

This does not provoke an attack of opportunity; though if the initial attack was made as a ranged attack or in another fashion in which it would provoke, it still provokes. This is done in lieu of a grapple attempt made with the weapon. Weapons without a listed range have an effective range of their reach for the purpose of this class feature.

Flood Magic (Sp):

Due to the magic stolen from their deity a mariner is granted certain spell-like abilities that he can use at will. For the purpose of determining his caster level for these class features, it is equal to his mariner level. Mariners are Wisdom based casters.

- **1st Level (1 ire point):** *create water*, *know direction*, *speak with animals* (any)
- **4th Level (2 ire points):** *alter winds*, *hydraulic push*^{APG}
- **7th Level (3 ire points):** *gust of wind*, *water breathing*
- **10th Level (4 ire points):** *aqueous orb*^{APG}, *control water*
- **13th Level (5 ire points):** *seamantle*^{APG}, *polar ray*
- **16th Level (6 ire points):** *control weather*^{*}, *stormbolts*^{APG}
- **19th Level (10 ire points):** *tsunami*^{APG}

^{*}Only storms in the spring, torrential rain in the summer, fog in the autumn, blizzards in the winter, and hurricane-force winds in the later winter.

Ire of the Sea (Pn):

Casting magic via flood magic robs it from the grasps of the sea gods the mariner is antagonising (intentionally or unintentionally). Each time he uses a spell-like ability, he collects 1 or more points of ire that the GM can spend on behalf of the sea god to cause him (and potentially his party) grief as they continue their journey. Ire points never reset and the GM should try to use these abilities at least once per day. They can be spent by the GM at any point while out of combat or on the mariner's turn during combat. It can interrupt the mariner's turn at any point.

On a basic level a GM can spend these points to target the mariner with any cleric spell, paying 3x the spell's level in ire points. The spell must target the mariner, though exceptions to this rule can be made if it would cause greater misfortune (paying ire points to spook a herd of buffalo with cause fear or using ire points to creatively frame the mariner for murder is also acceptable). Spells that just outright cause damage to a mariner (like inflict) or kills them directly are discouraged, though have their place if the situation calls for it.

A GM can also use ire points in the following ways:

- **Influence Attitude:** The whispers of the sea god taints the heart of a person the mariner meets, dropping his initial attitude towards the mariner by 1 step for every 3 ire points spent.
- **Downpour:** The area within 10 miles of the mariner suffers unpleasant, soggy weather for 24 hours if 3 ire points are spent. This is generally heavy rain, can be accompanied by winds, and is either muggy or significantly colder (whichever is appropriate for the environment).
- **Awake:** By spending 2 ire points the mariner awakes and cannot sleep for 1 hour. This can only be spent once per 24 hours. This is generally accomplished by a startling dream or a unnatural jittery feeling.

- **Intervention:** By spending 3 ire points the GM can cause the mariner to re-roll a successful save and take the new result. This can only be done once per save.
- **Summon Sea Creature:** The sea deity may summon a sea-dwelling creature whose CR is equal to half the ire points expended to attack the mariner. This is done in the fashion of a *summon nature's ally* spell, but is not restricted to the list of creatures presented there. The creature summoned must either be aquatic or amphibious. The creature still yields experience, as per a normal encounter, and the GM should keep in mind the increase to the encounter CR it provides.
- The GM is, of course, invited and encouraged to make up new uses for ire points.

Bold Explorer (Su):

A mariner is compelled by his connection with the wide open expanses of the sea towards a certain wanderlust and their connection with their deity has exacerbated that. When he travels at least 10 miles he gains, he gains a morale bonus on all saves equal to $1 + 1/4$ th his mariner level (minimum +1). This bonus lasts for 6 hours or until he sleeps (at least 2 hours). Every increment of 10 miles he walks resets the timer on this effect. A GM may also consider refreshing the duration of this ability upon the discovery of something unique and interesting (a famous landmark, a complete change in biome, upon reaching the top of a great mountain, etc).

Bonus Feats:

At 2nd level, and at every 3 levels thereafter, a mariner gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats.

Martial Mariner:

At 3rd level and every 3 levels thereafter a mariner's martial skill manifests itself in one of the following ways. At the indicated levels, select one of the talents from the list below.

- **AHAB (EX):** A mariner gains a +4 competence bonus on all combat maneuvers or fishing attempts made with a harpoon. When using the mariner's fishing class feature, the +4 is added retroactively to his attack roll.
- **DEADLY CATCH (EX):** The mariner gains a +1 competence bonus on all attack and damage rolls with a fisher or harpoon.
- **FLY-FISHER (EX):** The reach of a fisher wielded by a mariner with this talent improved to 15 feet.
- **SEA LEGS (EX):** The mariner gains a 20 foot swim speed.
- **HUNTER OF THE DEEP (EX):** The mariner can track aquatic creatures, as if by scent, while underwater and gains a bonus equal to 1/3rd his mariner level on such attempts. This bonus also applies to attempts to identify creatures with the aquatic subtype.
- **SAILOR'S GRIP (EX):** When wielding a fisher or harpoon (not a great harpoon) the weapon may be used and reeled in with only one hand. Doing imposes a -2 penalty on attempts to reel in creatures with that weapon.
- **WHALER (EX):** The mariner gains a +2 competence bonus on damage rolls against creatures of a large or larger size category.
- **WHITE WHALE (EX):** Once per day the mariner may declare a single creature of the animal or magical beast type as the target of his hunt. He gains a morale bonus on attack rolls against that creature equal to 1/4th his level.

- **STORMSTRUCK (SU):** The mariner has learned to not simply tempt the sea but the sky as well. On a critical hit the mariner calls down a bolt of lightning upon the creature, dealing 1d6 points per 3 levels of mariner (minimum 1d6) of electricity damage and incurring 1 ire point.
- **MISDIRECTED WRATH (SU):** Once per day, the mariner can invoke the wrath of the deity he antagonizes, but cleverly shifting the target of his deity's wrath to an enemy. As a full round action he may make a melee attack against an adjacent enemy. If he succeeds, the creature takes 1d6 electricity damage per ire point the mariner currently has (maximum 1d6 per mariner level) in addition to the damage dealt by the melee attack. If the attack fails to hit, the mariner takes the electricity damage instead. If the attack hits, no ire points are erased but if the attack fails to hit he reduces his current ire point total by 1 for every 1d6 damage dealt.
- **PROTECTION FROM THE SEA:** The mariner gains SR 12 + his mariner level against spells with the water or electricity descriptors. Each time a spell fails due to this, the mariner gains 3 ire points.

Prince / Princess of the Sea (Sp):

At 3rd level, any time the mariner uses his flood magic to use speak with animals on an aquatic creature, it can additionally be subjected to a charm monster spell (using the mariner's level as his caster level) if the mariner wishes it.

Heart of the Sea (Su):

Starting at 4th level, any time a mariner with at least 10 ire points accumulated scores a critical hit with a piercing weapon, he has a 5% chance of instantly killing the creature struck. For every additional ire point he has accumulated beyond 10, the chance increases by 1%. A creature who is hit by this effect can attempt a Fortitude save (DC 10 + 1/2 mariner level + Strength modifier) to resist the effect. On a successful save, the creature instead takes 2 damage per mariner level (in addition to the damage from the critical hit). This counts as precision damage and is a death effect, though creatures immune to death effects, precision damage, or death by massive damage are always treated as having successfully made their Fortitude save (receiving the damage rather than the death effect).

SIDEBAR: HEART OF THE SEA AND THE GM

Your player has access to a, potentially, very powerful ability in heart of the sea. However, if you remember to spend your ire points frequently on the mariner- it takes a lot of the punch out of it.

Appeasement (Su):

At 5th level, once per day while near a sizable natural body of water (a wide river, a natural pond that contains at least 10 gallons of water, the ocean, etc) he may make an offering to the deity he has an antagonistic relationship with and diminish some of its ire. If he spends 10 minutes at this a number of ire points equal to his mariner level is erased. If he spends 30 minutes appeasing the deity and offering a object as compensation worth at least 1 gp per mariner level as tribute- 3x his mariner level in ire points are erased.

The object sacrifice must be submerged in the water and is sent to the domain of the deity (the deity will reject harmful items and this invalidates the ritual). The tribute or appeasement need not be sincere (and often isn't) but the old laws of the sea dictate that the sea god must accept the appeasement in good faith regardless.

Death of an Albatross (Su):

At 8th level, when a mariner is reduced to 0 hp, the enemy that felled him takes a penalty, due to ill-fortune, on all rolls for 1d4 rounds equal to 1/4th his mariner level (minimum -1). This is because, even though the mariner is a source of much distress to their deity, a begrudging (if not adversarial) respect has begun to form between them.

Power of Poseidon (Su):

At 12th level, a mariner gains a +1 sacred bonus on all damage rolls for every 5 ire points he has to a maximum bonus equal to 1 + 1/4th his mariner level. If he is an evil mariner, this is a profane bonus and if he is a neutrally aligned mariner he may select if he gains a sacred or profane bonus (the choice cannot be changed once made).

Sea God (Su):

At 20th level, a mariner's heart of the sea class feature is always active, regardless of how many ire points he has accumulated. The % chance of the instant death effect is no longer 1% per ire point over 10 but rather 3% per ire point. In addition a mariner can breathe underwater and gains a 60 foot swim speed (or a +60 foot increase to any swim speed they have). Finally, all commands given to sea creatures (creatures native to the open ocean, creatures of the aquatic subtype, etc) are accompanied by dominate monster.

New Weapons

BATTLE ANCHOR

Two-Handed Exotic Weapon

This heavy, chained, thick, wrought-iron hooked anchor has a short 1 and a half foot chain affixed to a D-shaped handle. A character can make a grapple combat maneuver (as if the weapon had the grapple special feature) after successfully hitting a creature to entangle the creature in the anchor. If this is done, the anchor's weight is added to the creature's and they are entangled. An anchor that is entangling a creature cannot be used to attack. Anchors may be purchased at any weight, though the cost increases. The lightest anchor is 50 lbs. For every 5 additional gold spent on the anchor the weight is increased by a further 50 lbs.

HARPOON

Two-Handed Exotic Weapon

A harpoon is a barbed spear with an attached rope 50 feet or less in length. If you are proficient in the harpoon, it is a grappling weapon. A harpoon's weight includes the weight of 50 feet of hemp rope. It can be reduced by using shorter or lighter rope. For an additional 5 gp this weapon can be made of steel, increasing the total weight of the weapon to 20 lbs. and losing the fragile quality.

GREAT HARPOON

Two-Handed Exotic Weapon

A great harpoon is a massive weapon normally referred to as a "whaling lance". They have a 7 foot thick hardwood or steel (if masterwork) shaft and a long thin 4 foot iron head that ends in a spade shape head. It comes with 100 feet of rope. If you are proficient in the great harpoon, it is a grappling weapon. A great harpoon's weight includes the weight of 100 feet of hemp rope. It can be reduced by using shorter or lighter rope. For an additional 5 gp this weapon can be made of steel, increasing the total weight of the weapon to 30 lbs. and losing the fragile quality.

FISHER

Two-Handed Exotic Weapon

A fisher is a fishing rod adapted for combat. It has a 4 foot shaft made of thick-circumference hardwood or steel (if masterwork) that does not flex with a powerful and simplistic winch. The line is typically made of silk rope or even thick metal wire (if masterwork) and has a quadruple-hooked lure with a 2 inch hook. It is used to latch onto opponent's flesh or armor and drag them closer or rip out their flesh in great chunks.

TABLE 5-2: NEW MARINER WEAPONS

NAME	COST	DMG (S)	DMG (M)	CRIT.	RANGE	WEIGHT	TYPE	SPECIAL	WEAPON TYPE
Harpoon	5 gp	1d6	1d8	x3	20 ft.	16 lbs.	P	Grapple, fragile	Two-Handed Exotic
Fisher	10 gp	1d3	1d4	x3	-	3 lbs.	P	Disarm, grapple, reach, trip	Two-Handed Exotic
Great Harpoon	20 gp	1d8	1d10	x2	10 ft	28 lbs.	P	Grapple, fragile, reach	Two-Handed Exotic
Battle Anchor	10 gp	1d10	1d12	x2	-	50 lbs.*	B	Special	Two-Handed Exotic

Non-Aquatic Campaigns and Non-Aquatic Mariners

While, at the heart of the mariner, is his connection to the sea and the gods of the sea- one can play a non-aquatic mariner or play a mariner in a non-aquatic game. This is because the center of their concept as a class is the conflict of man vs nature. Any sort of climate that features an inhospitable environment for humans can be used as. Frigid mountain gods, fearsome deities of the desert, and even feral forest gods can be used in place of angered sea gods. We have included a few examples below of non-aquatic mariners as archetypes for the class. We encourage you to use these as templates for creating your own variants of mariners.

Replacements for Fishing:

This class feature at first level should replace the mariner's reliance on their fishing line and harpoons- their chosen weapons. This might be a climbing pick for a mariner who has a relationship with a icy mountain god or perhaps something like a shovel for someone in the forest who has drawn the ire of a forest or earth god. This should not be a straight mechanical damage or attack roll boost but afford the mariner a new option in combat.

Example- Mountain Gods: At 1st level a mariner who successfully hits their opponent with a pick he may make a free trip attempt against the creature. This may only be done once per round. This ability replaces fishing.

Replacements for Flood Magic:

This class feature will need to be renamed. For a character with a relationship with a desert god, for instance, it might be called "dune magic" or "permafrost magic" if the deity they have angered was a mountain god. The majority of the mariner's spells should be related to the sort of environment they are in- climbing for mountains, moving through the sand without issue in the desert, ignoring difficult terrain in the forest, etc. Make sure to intersplice some direct damage spells and area of effect spells to give them some versatility in combat.

EXAMPLE- MOUNTAIN GODS:

1st Level (1 ire point): *know direction, speak with animals* (any)

4th Level (2 ire points): *spider climb, fog cloud*

7th Level (3 ire points): *stone shape, ice storm*

10th Level (4 ire points): *freezing sphere APG, sleet storm*

13th Level (5 ire points): *polar ray*

16th Level (6 ire points): *control weather**, *stormbolts* APG

19th Level (10 ire points): *earthquake* APG

This ability replaces flood magic.

Replacements for Ire of the Sea:

The name of this class feature obviously has to change for your mariner. You will also need to change several of the more environmentally themed ires to ones suited for your deity's environment.

EXAMPLE- MOUNTAIN GODS:

Flash Freeze: The area within 10 miles of the mariner suffers a sudden drop in temperature (up to 15 degrees) for 24 hours if 3 ire points are spent. The drop occurs in 10 min or less- a very quick and unexpected drop. This is generally associated with the death of crops, the freezing of water (and craft on said water), as well as creating slick ice, and even killing exposed creatures who are unable to find a place out of the elements. If it drops low enough this might also come with snow or light hail. This replaces the downpour ire of the standard mariner.

Summon Mountain Creature: The mountain deity may summon a monster from the frozen reaches of the highest peaks whose CR is equal to half the ire points expended to attack the mariner. This is done in the fashion of a summon nature's ally spell, but is not restricted to the list of creatures presented there. The creature summoned must either be native to arctic or mountainous environments. The creature still yields experience, as per a normal encounter, and the GM should keep in mind the increase to the encounter CR it provides. This replaces the summon sea creature of the standard mariner.

Replacements for Martial Marine:

This list of talents functions as a unique set of combat "feats". Many of them play into other class features of the mariner. Many (such as ahab, deadly catch, fly-fisher, and sailor's grip) are directly related to the weapon specified in the fishing class feature or relate to the environment their deity is from.

EXAMPLE- MOUNTAIN GODS:

- **PICK TRIP (EX):** A mariner gains a +4 competence bonus on trip attempts.
- **MINER'S STRIKE (EX):** The mariner gains a +2 competence bonus on damage rolls with a pick.
- **ARCTIC WINDS OF RETURNING (SU):** Picks wielded by the mariner gain a range increment of 10 feet and return to the hand of the mariner if thrown (as per the *returning* weapon enhancement).
- **THE WHITE DEATH (EX):** The mariner can sea through snow and heavy winds as though conditions were clear. They also gain a +4 bonus also applies to attempts to identify creatures with the cold or earth subtypes.
- **ICE CRUSHER (EX):** When wielding a pick, the mariner ignores up to 1/2 his mariner level in DR and always ignores the hardness on objects.
- **STONE SLAYER (EX):** The mariner gains a +2 competence bonus on damage rolls against creatures with the cold or earth subtypes or who are made primarily of stone or ice.
- **HUNTER OF THE GREAT WHITE NORTH (EX):** Once per day the mariner may declare a single creature of the animal or magical beast type as the target of his hunt. He gains a morale bonus on attack rolls against that creature equal to 1/4th his level.
- **MISDIRECTED WRATH (SU):** Once per day, the mariner can invoke the wrath of the deity he antagonizes, but cleverly shifting the target of his deity's wrath to an enemy. As a full round action he may make a melee attack against an adjacent enemy. If he succeeds, the creature takes 1d6 cold damage per ire point the mariner currently has (maximum 1d6 per mariner level) in addition to the damage dealt by the melee attack. If the attack fails to hit, he takes the cold damage. If the attack hits, no ire points are erased but if the attack fails to hit he reduces his current ire point total by 1 for every 1d6 damage dealt.

- **PROTECTION FROM THE PEAKS:** The mariner gains SR 12 + his mariner level against spells with the cold or earth descriptors. Each time a spell fails due to this, the mariner gains 3 ire points.
- **GLACIAL PICK (SU):** On a critical hit the mariner calls down a frigid wind upon the creature, dealing 1d6 points per 3 levels of mariner (minimum 1d6) of cold damage and incurring 1 ire point.

Replacements for Heart of the Sea:

This class feature may need a minor name change but the mechanic should stay the same. While the harpoon is a piercing weapons- it might behoove you to consider the weapon you selected with the fishing class feature when deciding on the acceptable damage type for this class feature.

EXAMPLE- MOUNTAIN GODS:

This class feature does not need to be changed, though it should be called "Heart of the Mountain" instead.

Replacements for Appeasement:

Again, this class feature mostly needs a name change and a minor environmental shift. Rather than having to cast things into a pool of water, perhaps it is an oasis for a desert-dwelling mariner, over the side of a cliff for a mariner of the frozen north, or in a knot of a tree for a forest dwelling one.

EXAMPLE- MOUNTAIN GODS:

In order to use appeasement the offering must be thrown off a cliff, into a deep ravine, or off the top of a mountain rather than dropping in a source of water. The object must be able to fall out of sight from the height it is dropped.

Replacements for Death of an Albatross & Power of Poseidon:

A simple name change is all that is required.

Templar

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME



Templars are divine characters charged with defending the faithful. Divine defenders, templars are often charged with defending holy sites or escorting important religious figures. They are as militant as paladins but skills more in the art of defense and security than outright warfare. Templars stay close to home rather than going on crusades, though they are not opposed to the notion of combat. Templars are often members of specific orders of the clergy and are skilled in the practice of holy wards.

Templars are skilled not only at the use of defensive divine magics but also at the use of two-handed weapons.

HIT DICE: D12.

ROLE:

Templar are defenders first and foremost. While they can be of use on the front lines, their primary use is not as a damage dealer. Their guards allow them to harry their enemies and provide allies bonuses but they are limited in their ability to actually cause punishment.

ALIGNMENT: ANY LAWFUL

While good aligned templars are the norm, they serve all deities. Evil aligned templars are generally bound to powerful demon lords or employed as bodyguards for high ranking cultists of evil deities. Neutral templars are often aligned with nature spirits or to clerics of lawful aligned gods.

TABLE 6-1: THE TEMPLAR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+2	Ardor, wards
2nd	+1	+3	+0	+3	Guards, toughness
3rd	+2	+3	+1	+3	Duty
4th	+3	+4	+1	+4	Major ward (1), ward
5th	+3	+4	+1	+4	Give of theyself, guard
6th	+4	+5	+2	+5	Duty
7th	+5	+5	+2	+5	Ward
8th	+6/+1	+6	+2	+6	Guard, major ward (2)
9th	+6/+1	+6	+3	+6	Duty
10th	+7/+2	+7	+3	+7	Sanctum sanctorum, ward
11th	+8/+3	+7	+3	+7	Guard, mounting ardor
12th	+9/+4	+8	+4	+8	Duty, major ward (3)
13th	+9/+4	+8	+4	+8	Ward
14th	+10/+5	+9	+4	+9	Guard, spell guard
15th	+11/+6/+1	+9	+5	+9	Duty
16th	+12/+7/+2	+10	+5	+10	Major wards (4), ward
17th	+12/+7/+2	+10	+5	+10	Guard, mounting ardor
18th	+13/+8/+3	+11	+6	+11	Duty
19th	+14/+9/+4	+11	+6	+11	Spell guard
20th	+15/+10/+5	+12	+6	+12	Grand sanctuary, guard, major ward (5), ward

SIDEBAR: SACRED BONUSES AND DR/evil

Class features of the templar that provide a sacred bonus only do so for a good-aligned templar. Evil aligned templars provide profane bonuses in their place. Neutrally-aligned templars must choose at 1st level if they wish to provide a sacred or profane bonus and once this choice has been made it cannot be changed. When a good templar gains DR/evil, an evil templar gains DR/good, and a neutral one must select which they'd like at 1st level.

STARTING WEALTH:

5d6 × 10 gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The templar's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 2 + Int modifier.

Class Features:

The following are the class features of the templar.

Weapon and Armor Proficiency:

The templar is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Ardor (Su):

A templar's main mission is to defend the faithful and places of holy reverence. Tasked by their god to do so, they are empowered by divine might when they are at risk of failure in their sworn duty. Each time an enemy successfully deals damage to one of the templar's allies (the templar must be aware of this and the ally must be within line of sight) his fury builds. Each hit scored against an ally that results in damage grants the templar 1 point of ardor (3 successful hits from a full attack action grants a templar 3 ardor points).

Each point of ardor the templar has can be spent as a free action before rolling damage dice on a successful attack roll against an enemy that has caused damage to an ally during the last minute (this damage must have resulted in the gain of a ardor point). For each point spent, the templar gains a +2 sacred bonus on that damage roll (not subsequent ones that turn). A templar can accrue an unlimited number of ardor points but all ardor points vanish if unused once it has been at least a full minute since the last time one of your allies took damage. Ardor points have other uses, as defined by other class features, but a templar may only use one ability fueled by ardor points per turn and may never spend more than 1/4th (minimum 1) his templar level in ardor points at a time.

Wards (Su):

The templar's divine powers manifest themselves in the form of a protected area. As a swift action the templar can activate up to three wards at once. All allies, including the templar, within 30 feet of a templar gain the protection of his wards. He may never have more than 3 wards active at once. As a swift action, the templar can change any of his active wards to any other wards.

At 1st level he knows two wards and he gains the use of a new one at 4th level and every 4 levels thereafter. Each ward has a minor and major version and by default activate in their minor form. See the major wards class feature for more information on major wards.

WARDS

PROTECTION

All allies are shielded from damage. All allies gain DR/evil, equal to 1/4th templar level (minimum 1).

- **Major:** All allies gain DR /- equal to 1/4 templar level (minimum 1).

POISON

All allies gain a sacred bonus equal to 1/4th templar level on Fortitude saves against diseases and poisons.

- **Major:** All allies are immune to poison and disease. All current ongoing disease or poisons are suppressed while the major form of his ward is active.

MAGIC WARD

All allies gain 10 + 1/2 templar level in spell resistance and gain a sacred bonus equal to 1/4th templar level on concentration checks to cast spells.

- **Major:** All allies gain 10 + templar level in spell resistance and gain a sacred bonus equal to templar level on concentration checks to cast spells.

EMPOWER

All allies gain a sacred bonus equal to 1/4th templar level on saves against ability score damage and negative levels.

- **Major:** All allies are immune to ability score damage and gain a sacred bonus equal to 1/2 templar level on saves against negative levels.

DEATH

All allies gain a sacred bonus equal to 1/4th templar level on saves against ability death effects and on rolls for stabilization.

- **Major:** All allies are immune to death effects and automatically stabilize if below 0 HP.

ENERGY

All allies gain resistance to fire, cold, electricity, acid, and sonic damage equal to 10 + 1/4th templar level.

- **Major:** Select one of the following kinds of damage: fire, cold, electricity, acid, and sonic. All allies become immune to that kind of damage.

MINDSHIELD

All allies gain a sacred bonus equal to 1/4th templar level on saves against mind affecting effects.

- **Major:** All allies are immune to mind affecting effects.

MOVEMENT

All allies gain a sacred bonus on movement speed equal 10 ft. per 4 levels of templar.

- **Major:** All allies gain the benefits of the evasion class feature of the rogue (as described in Chapter 3 of the Pathfinder Core Rulebook) as well as the benefit of the minor version of this ward.

TACTICAL WARD

All allies gain a sacred bonus equal to 1/4th templar level to their Combat Maneuver Defense.

- **Major:** All allies gain a sacred bonus equal to 1/2th templar level to their Combat Maneuver Defense.

Guards (Ex):

Templar utilize two-handed weapons in their service as they are potent visible symbols and can be used to deny areas to their enemy. At 2nd level, they can use guards, special patterns and methods of attacking that provides their allies defensive bonuses or themselves. A templar can only benefit from one guard at a time, can only use guards while wielding a two-handed weapon in two hands, and once activated the effects last until the start of their next turn. Unless expressly stated, the templar himself does not benefit from his guards. At 2nd level, a templar knows all 2nd level guards. At 5th level and every 3 levels thereafter a templar learns a new guard.

2ND LEVEL GUARDS

- **PERSONAL GUARD:** A templar can expend a standard action to grant all adjacent allies a circumstance bonus to their AC equal to 1/4th his templar level (minimum +1).
- **AGGRESSIVE GUARD:** They say the best defense is a good offense. As a swift action a templar can grant himself a competence bonus on attack rolls with two-handed weapons equal to 1/2 his templar level (minimum +1). In addition, as part of the swift action to activate this guard the templar can make an Intimidate action against a creature within the area they threaten at a +2 circumstance bonus.
- **PERSONAL GUARD:** As a swift action a templar can grant himself a shield bonus to his AC equal to 1/4th their templar level (minimum 1).

5TH LEVEL GUARDS

- **AREA DENIAL:** A templar can expend a standard action to use this guard. While employing this guard he make make a number of additional attacks of opportunity equal to his to 1/2 templar level (minimum +1) and adds 5 feet to the reach of his weapon for the purpose of determining the area he threatens and can hit while employing this guard.

- **INTERCEPTION:** A templar can expend a standard action to deny enemies attacks of opportunity within the area he threatens. This causes any attacks of opportunity that would normally be made provoked within the area that he threatens to automatically fail to hit. To intercept an attack of opportunity a templar must expend an attack of opportunity himself.
- **COUNTER GUARD:** A templar can expend an immediate action to cause any attacks an enemy makes within the area the templar threatens to provoke an attack of opportunity from the templar. The templar's attack of opportunity occurs before the enemy's attack is made.
- **WINDWALL GUARD:** As a standard action the templar can grant a circumstance bonus to the AC of all allies within the area that he threatens against ranged attacks equal to 1/4th his templar level (minimum 1).
- **VIGILANT GUARD:** As a standard action the templar can cause all of his allies within the area he threatens to become immune to precision damage. Both the creature dealing the precision damage and the target of the precision damage must be within the area he threatens.
- **HARASSING FLURRY:** As a standard action the templar can cause creatures within the range he threatens to lose any concentration they are maintaining and make it impossible to concentrate while within that area until the start of his next turn. All creatures within the templar's threatened area who attempt to cast a spell have to make a concentration check (DC 10 + templar level + Strength modifier).
- **LOW SWEEPS:** As a swift action the templar can cause the area he threatens to become difficult terrain for his enemies but not his allies until the start of his next turn.

11TH LEVEL GUARDS

- **OPPORTUNISTIC DISTRACTION:** All enemies within the area threatened by the templar need to make a Reflex save (DC 10 + 1/2 templar level + Strength modifier) or be flat-footed until the start of their next turn.

SIDEBAR: TWO-HANDED WEAPONS

When class features of the templar specify a "two-handed weapon" the weapon must be both of the two-handed weapon variety and be wielded in two hands. One-handed weapons wielded in two hands and two-handed weapons wielded in one hand are not acceptable.

Toughness:

At 2nd level, the templar gains Toughness as a bonus feat. If the templar already has Toughness or gains it at a later point, he gains a +2 bonus on Fortitude saves.

Duty (Ex):

Templars are marked by an exuberance, energy, zeal, and dutifulness in their service. They next let their guard down and they always go that extra mile whenever possible, seeing it as their divine mission to do so. Some say they are powered by otherworldly zeal or possessive of some quality that makes them able to push harder and go longer. This notion is false, templars are simply exemplars of duty- trained never to leave good enough alone. They are ever-vigilant, ever-proactive, and fearless in the face of an insurmountable task. This has lead to some unique abilities that they can utilize due to their dutiful willingness to go above and beyond the typical call of duty.

At 3rd level, and every 3 levels thereafter, a templar gains a new duty.

- **HYPERVIGILANCE:** The templar increases the number of attacks of opportunity he can make per round with two-handed weapons by 4. This stacks with other feats and abilities that increase the number of attacks of opportunity they can make per round.
- **THREATENING:** Two-handed weapons wielded by the templar gain an additional 5 feet of reach.
- **HUSTLE:** The templar increases their base land speed by 5 feet, their speed is never modified by armor or encumbrance, and they gain a +1 sacred bonus to Initiative checks.
- **STUBBORN ZEAL:** The templar always automatically stabilizes when below 0 hp and they gain the ferocity universal monster ability.
- **SERVICE:** The templar becomes adept at tending to his comrades and serving the party in a fashion that makes life more bearable and the accommodations more favorable. Before a party rests or as they rest, a templar may take 1 hour to provide maintenance service to the party in dutiful fashion. This goes beyond simply clean up and making sure everything is in the proper order- the templar goes far beyond what is expected. Allies who rest for 8 hours after the templar has provided his services gains all of the following benefits:
 - ◊ Extra HP healed as a result of resting. This amount is equal to the templar's level.
 - ◊ +4 sacred bonus against fatigue effects.
 - ◊ The party may move at a forced march pace for 12 hours before they are worn out and hustle for 3 hours per day.
 - ◊ A +4 sacred bonus on all long-term care Heal checks made upon waking up and on Fortitude saves against ongoing effects.
 - ◊ A +4 sacred bonus on Survival checks to find food and water made within 1 hour of waking up.
- **MIDNIGHT VIGIL:** A templar may go for 7 days without sleep before they start to incur penalties for not sleeping. In addition, they gain a +4 sacred bonus on all Perception checks to spot hiding creatures.
- **STEED'S CHARGE:** The templar with this duty who charges deals double damage with a lance as if he was mounted. He may also wield lances one-handed while charging (keep in mind that he only gains many of his benefits from his class features while wielding a weapon two-handed). In addition, regardless of the weapon he uses, he gains a sacred bonus on attack rolls while charging equal to 1/4th his templar level (minimum 1).
- **STERN COUNTENANCE:** The templar adds his Constitution modifier to the DC required to demoralize or influence him with the Intimidate skill. Finally, a templar adds 1/4th his templar level (minimum 1) to all Intimidate checks made to demoralize evil creatures.
- **WORKHORSE:** The templar triples (x3) his carrying capacity. In addition, a templar gets twice as much work done in a single day- allowing him to make two Profession or Craft checks per week to earn a living.
- **PROTECTION PREDILECTION:** The templar can expend 2 ardor points to activate and benefit from two guards he knows as a standard action. The templar must be at least 12th level to select this duty.

Major Wards (Su):

At 4th level, a templar can turn one of their minor wards into a major ward as a swift action by spending 1 ardor point. This ward stays in its major state for 3 rounds before reverting to its minor state. Switching what major ward you have active is a swift action as well that costs 1 ardor point. Any time you pay an ardor point to switch or activate a major ward its duration resets.

A templar of 4th level can only have 1 active major ward at a time. At 8th level and every 4 levels thereafter, a templar can have a second major ward active at a time. Activating or switching multiple major wards can be done with the same swift action and costs a number of ardor points equal to the number of major wards the templar is activating.

Give of Themselves (Su):

At 5th level, a templar can spontaneously gain 3 ardor points by taking a swift action to cause 10 points of damage to themselves. If this damage is mitigated in anyway the templar does not gain the ardor points. This may be done a number of times per day equal to the templar's Constitution modifier but never more than once per minute.

Sanctum Sanctorum (Su):

As a standard action a templar of 10th level can turn all of his wards into their major versions by paying 5 ardor points. These wards remain in their major state for a number of rounds equal to their Constitution modifier (minimum 3). A templar can expend another 5 ardor points as a free action to reset the duration of this effect. Once this effect ends, all wards revert to their minor form (though they may be activated normally on the following turn).

Mounting Ardor:

At 11th level, during combat at the start of each odd numbered turn a templar gains 1 bonus point of ardor. At 17th level he gains a point of ardor every round.

Spell Guard (Sp):

At 14th level, a templar may expend 3 ardor points as a swift action to cast *spell turning* on himself. This may be done as an immediate action in response to being targeted by a spell. A templar may pay 5 ardor points to use this ability on a willing ally within 30 feet.

At 19th level, the templar may expend 5 points of ardor as a standard action to cast *spell turning* on himself and all allies within 30 feet.

Grand Sanctuary:

At 20th level, all wards are activated as major wards rather than minor wards and cost no ardor points.

Reverent Imp

A NEW RACE FOR THE PATHFINDER ROLEPLAYING GAME

These tiny sized blue imps were “washed clean” by a deific benefactor and purged of their sins. It was planned as a liberating strike against the darkness by a good deity and his/her church. Imps, being the weakest of demons, were able to be freed more easily than others and only a few hundred thousand were able to be saved in this fashion. The ritual that freed them also removed a large number of the hellish boons they were granted by their natural connection to the dark powers. Now they are frail, small, creatures, facing a big world they know nothing about.

Their free will now restored, these so called “reverent imps” explore the world as a child might; bombarded with new sensations. There is little cohesion amongst them and no great city of imps to speak of. A few roosting dens and imp sanctuaries have sprung up in large cities in the ruins of old buildings where hundreds of them cohabitate. They are hard workers who keep their heads down and don’t ask questions, a personality trait that lingers from their days of servitude.

PHYSICAL APPEARANCE

Physically, reverent imps differ little from their hellish cousins. They typically are light blue or pearl white-skinned, winged humanoids with bulbous features. They stand a mere 2 feet tall, have a 3-foot wingspan, and weigh 10 pounds.

PERSONALITY

Imps psychologically need a leader (or “master”) and they will fall into line for anyone who shows a glimmer of leadership. They will work for free or for trivial pay if they get to follow a charismatic individual. Many imps have invited themselves along on voyages, adventures, and even military endeavors because they got caught up in the energy of the moment and just kind of went along with it. They are annoyingly clingy and take any positive encouragement or pity as an excuse to attach themselves to others. Many have gone to extreme lengths to get rid of particularly obsessive imps.

SOCIETY

Two major factions exist. One wishes to return to their old ways, regain their old powers, even if that means they will have to return to their old masters. The other wish to co-exist with the other races and do battle against the fell forces in any way they can (typically acting as scouts or harriers).

SIDEBAR: GMING FOR REVERENT IMPS

A GM should be aware that a number of challenges can arise when running a game with a reverent imp in it. They have the ability to fly and can thus reach objectives in a way that other creatures cannot.

They are also creatures of a tiny size category and this grants them a large (+4) bonus on Stealth checks. Tiny creatures have a 0 foot reach. This means they can’t reach into adjacent squares and must enter an opponent’s square to attack in melee. Doing so provokes an attack of opportunity from their opponent. Additionally, since they have no natural reach, they do not threaten the squares around them.

Standard Racial Traits

ABILITY SCORE RACIAL TRAITS (0): Reverent imps are nimble as a sprite, fast-talkers thanks to their devilish ancestors, but frail and weak. They gain **+2 Dexterity, +2 Charisma, -2 Wisdom**.

SIZE (8): Reverent imps are **tiny** creatures and thus gain a +2 size bonus to Dexterity and a -2 size penalty to Strength. Tiny races gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a -2 penalty on combat maneuver checks and to their CMD, and a +8 size bonus on Stealth checks. Tiny characters take up a space of 2-1/2 feet by 2-1/2 feet, so up to four of these characters can fit into a single square. Tiny races typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack it in melee. This provokes an attack of opportunity from the opponent. Since they have no natural reach, they do not threaten the squares around them. Other creatures can move through those squares without provoking attacks of opportunity. Tiny creatures typically cannot flank an enemy.

***ADJUSTED ABILITY SCORE:** When you factor in the adjustments due to size a reverent imp has the following ability scores: +4 Dexterity, +2 Charisma, -2 Strength, -2 Wisdom

TYPE (0): Reverent imps are **native outsiders**.

BASE SPEED (4): Reverent imps have a **base speed of 20 feet** and a have a **fly speed of 20 feet** with average maneuverability

LANGUAGES (1): Reverent imps begin play speaking Common. Reverent imps with high Intelligence scores can choose from any language (other than secret ones).

SYCOPHANT (1): Imps are inherent people-pleasers and are easily drawn to a powerful leader. An imp selects one creature with 14 or more Charisma as their "leader". A leader can be changed once per day and requires a 10 minute interview with said creature. They do not have to accept you- you just need to accept them. A reverent imp grants a +4 bonus on attack roll or to AC when he uses aid another checks in combat on his leader (rather than the standard +2).

CLATTER (-2): Despite being tiny, reverent imps are not the most stealthy creatures on the planet. Their gangly form, now devoid of any sort of infernal power, is not suited to the work. Add to that their naturally tendency to talk, grunt, or swear, at the slightest provocation and they gain a -4 penalty to Stealth checks.

NOTE ON STEALTH: Between their tiny size and clatter racial trait they have only a +4 bonus to Stealth.

RACIAL POINTS: 10

Alternate Racial Traits

DARK ROOTS (1): Reverent imps with the arcane or infernal bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. This trait does not give them early access to level-based powers; it only affects powers that they could already use without this trait.

- This replaces the Sycophant racial trait.



New Warpriest Archetypes

Blackheart

A WARPRIEST ARCHETYPE FOR THE
PATHFINDER ROLEPLAYING GAME

At times the forces of darkness set aside their petty squabbles and choose champions. These black hearted scoundrels are given nefarious power in order to achieve their masters dark ambitions. All for the tiffling cost of eternal unwavering obedience to capricious masters as likely to see you as a loose end or an asset.

ALIGNMENT: ANY EVIL

Servant of Darkness:

A blackheart must select the evil blessing as his blessing. In addition he may spontaneously convert a prepared spell into one of the following spells by expending a spell slot of equal or greater level. 1st—*protection from good*, 2nd—*align weapon* (evil only), 3rd—*magic circle against good*, 4th—*unholy blight*, 5th—*dispel good*, 6th—*create undead*.

This modifies the war priest's blessing and spontaneous casting class features.

Detect Good (Sp):

At will, a blackheart can use *detect good*, as the spell. He may, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the blackheart does not detect good in any other object or individual within range.

This replaces the war priest's focus weapon.

Smite Good (Su):

Once per day, a blackheart can call out to the dark powers to crush the forces of good. As a swift action, the blackheart chooses one target within sight to smite. If this target is good, the blackheart adds 1/4th his warpriest level on his attack rolls and adds his warpriest level on all damage rolls made against the target of his smite. If the target of smite good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels in a divine spellcasting class, the bonus to damage on the first successful attack increases to 2 points of damage per level the warpriest possesses. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess.

In addition, while smite good is in effect, the warpriest emits an aura of profane energy, any creature that strikes him with a non-reach melee attack takes 1d6+ his warpriest level points of damage. Against good creatures this damage is considered bleed damage. If the warpriest targets a creature that is not good, the smite is wasted with no effect.

The smite good effect remains until the target of the smite is dead or the next time the warpriest rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the warpriest may smite good one additional time per day, to a maximum of seven times per day at 19th level.

This replaces the warpriest's second blessing

Dark Fervor (Su):

At 2nd level by spending a use of his blessings class feature the warpriest may touch a creature and deal it 1d6 points of damage, at 5th level and every 3 levels thereafter this damage increases by 1d6, to a maximum of 7d6 at 20th level. This damage does not heal normally, characters attempting to heal the target with magic must succeed at a caster level check (DC 11+ warpriest level) to do so. Good creatures take a -2 penalty on this check.

As a swift action, the blackheart may expend one use of his blessings class feature to cast any one warpriest spell with the evil descriptor or one that he gains via his servant of darkness class feature that he has prepared. When cast in this way, the spell can target only the warpriest or an object in his possession, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The blackheart does not need to have a free hand to cast a spell in this way.

This replaces the warpriest's fervor ability.

Evil Explosion (Su):

At 4th level the warpriest may spend a use of his blessings class feature to treat all creatures within 30 feet as though struck by his dark fervor ability. Creatures receive a Will save (DC 10+½ warpriest level + wisdom modifier) to halve the damage and allow it to heal normally. Good creatures take a -2 penalty on their save against this ability.

This replaces the warpriest's channel energy ability.

Blasphemous Arms (Su):

At 4th level while he has at least one use of his blessings class feature, any weapon the warpriest wields gains a +1 enhancement bonus to attack and damage rolls, every four levels thereafter this enhancement bonus increases by +1, to a maximum of +5 at 20th level. These bonuses stack with any the weapon may possess up to a maximum of +5. The warpriest may choose to lower the bonus he grants to a weapon as a standard action in order to add the conductive, mighty cleaving, wounding and unholy abilities by lowering by the amount of enhancement bonus granted by this class feature by an amount equal to the abilities base cost.

This modifies the warpriest's sacred weapon class feature.

Profane Hauberk (Su):

At 7th level the warpriest may spend a use of his blessing as an immediate action to sheath himself in an aura of profane energy for one round, this causes any good creature who can see him to become sickened. In addition any creature that strikes him with a non-reach melee attack takes 1d6+ his warpriest level points of damage. If the blackheart has his smite good active this damage does not stack, instead the damage dealt by the profane aura of his smite good class feature increases by 50% for the first attack that creature makes on the black heart in a round.

This replaces the warpriest's sacred armor class feature.

Aspect of Evil (Su):

At 20th level, by expending one use of his blessing class feature as a swift action a blackheart becomes infused with the power of darkness. Any time he damages a creature he gains temporary hit points equal the amount of damage he dealt to that creature, up to a maximum of his warpriest level. These temporary hit points stack with themselves to a maximum of five times his warpriest level and last until one round after this ability ends. In addition, he gains all of the abilities detailed in his smite evil class feature, the warpriest need not select a target for this ability, instead it applies to any valid target. This ability lasts for a number of rounds equal to the warpriest's Wisdom modifier.

This replaces the warpriest's aspect of war ability.

Chaos Knight

A WARPRIEST ARCHETYPE FOR THE
PATHFINDER ROLEPLAYING GAME

When the stars align certain exceptionally free spirited or excessively oppressed individuals awaken strange and aberrant powers. These knights of chaos often seek to disrupt established systems of governance. Some act at the behest of an alien power beyond mortal understanding, others simply want to break the rules to assert their free will.

ALIGNMENT: ANY CHAOTIC

Scion of Chaos:

A chaos knight must select the chaos blessing as his blessing. In addition he may spontaneously convert a prepared spell into one of the following spells by expending a spell slot of equal or greater level. 1st—*protection from law*, 2nd—*align weapon* (chaos only), 3rd—*magic circle against law*, 4th—*chaos hammer*, 5th—*dispel law*, 6th—*animate objects*. If the spell does not normally appear on the cleric spell list, then he adds it to his list of spells known.

This modifies the war priests blessing and spontaneous casting class features.

Detect Law (Sp):

At will, a chaos knight can use *detect law*, as the spell. he may, as a move action, concentrate on a single item or individual within 60 feet and determine if it is chaotic, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the chaos knight does not detect evil in any other object or individual within range.

This replaces the warpriest's focus weapon class feature.

Smite Law (Su):

Once per day, a chaos knight can call out to the powers of chaos to harry the forces of law. As a swift action, the chaos knight chooses one target within sight to smite. If this target is lawful, the chaos knight adds 1/4th his warpriest level (minimum 1) on his attack rolls and adds his warpriest level on all damage rolls made against the target of his smite. If the target of smite law is an outsider with the lawful subtype, or a lawfully aligned creature with levels in a divine spellcasting class, the bonus to damage on the first successful attack increases to 2 points of damage per level the warpriest possesses. Regardless of the target, smite law attacks automatically bypass any DR the creature might possess.

In addition, while smite law is in effect, the warpriest emits an aura of chaotic energy, any creature that strikes him with a non-reach melee attack takes an amount of damage equal to his warpriest level. This damage is doubled against lawful creatures. In addition he gains the benefits of a freedom of movement spell. If the warpriest targets a creature that is not lawful, the smite is wasted with no effect.

The smite law effect remains until the target of the smite is dead or the next time the warpriest rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the warpriest may smite law one additional time per day, to a maximum of seven times per day at 19th level.

This replaces the warpriest's second blessing.

Chaotic Weapons (Su):

A chaos knight has no fixed sacred weapon, instead he may declare one type of weapon as his sacred weapon when he prepares his spells, he may also change his sacred weapon by expending a use of his blessings class feature. At 4th level while he has at least one use of his blessings class feature, any weapon the chaos knight wields gains a +1 enhancement bonus to attack and damage rolls, every four levels thereafter this enhancement bonus increases by +1, to a maximum of +5 at 20th level these bonuses stack with any the creature may possess up to a maximum of +5. The warpriest may choose to lower the bonus he grants to a weapon as a standard action in order to add the anarchic, conductive, or vicious abilities lowering the amount of enhancement bonus granted by an amount equal to the abilities base cost.

This modifies sacred weapon.

Chaotic Fervor (Su):

At 2nd level by spending a use of his blessings class feature the warpriest may touch a creature and deal 1d6 points of damage to it, at 5th level and every 3 levels thereafter this damage increases by 1d6, to a maximum of 7d6 at 20th level. If the warpriest damages a creature in this way it must make a Will save (DC 10 + $\frac{1}{2}$ warpriest level + Wisdom modifier) or become confused for one round per die rolled. Lawful creatures take an additional 2 points of damage per die rolled from this ability and take a -2 on their save against this ability.

The chaos knight, as swift action, may expend one use of his blessings class feature to cast any one warpriest spell with the chaotic descriptor or one that he gains via his scion of chaos class feature that he has prepared. When cast in this way, the spell can target only the warpriest or an object in his possession, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The chaos knight does not need to have a free hand to cast a spell in this way.

This replaces the warpriest's fervor ability.

Burst of Chaos (Su):

At 4th level the warpriest may spend a use of his blessings class feature to treat all creatures within 30 feet as though struck by his chaotic fervor ability. Creatures receive a Will save (DC 10 + $\frac{1}{2}$ warpriest level + wisdom modifier) to halve the damage and negate the confusion effect. Lawful creatures take a -2 on their save against this ability.

This replaces the warpriest's channel energy ability.

Armor of Chaos (Su):

At 7th level the warpriest may spend a use of his blessing as an immediate action to gain 40% miss chance against the next attack that would otherwise hit him. At 10th level and every 3 levels thereafter this miss chance increases by 10%.

This ability replaces scared armor.

Aspect of Chaos (Su):

At 20th level, by expending one use of his blessing class feature as a swift action a chaos knight becomes infused with the power of raw chaos. He becomes immune to critical hits, may activate his armor of chaos ability as a free action that he may take even if it is not his turn, and he gains all of the abilities detailed in his smite law class feature, the warpriest need not select a target for this ability, instead it applies to any valid target. this ability lasts for a number of rounds equal to the warpriest's Wisdom modifier.

This replaces the warpriest's aspect of war ability.

Justicar

A WARPRIEST ARCHETYPE FOR THE
PATHFINDER ROLEPLAYING GAME

When society falls into disarray occasionally the LAW comes down upon a privileged mortal. These agents of justice seek to build order where there is none, stem the tides of chaos, and exult orderly society.

ALIGNMENT: ANY LAWFUL

Codifier:

A justicar must select the law blessing as his blessing. In addition he may spontaneously convert a prepared spell into one of the following spells by expending a spell slot of equal or greater level. 1st—*protection from chaos*, 2nd—*align weapon* (law only), 3rd—*magic circle against chaos*, 4th—*order's wrath*, 5th—*dispel chaos*, 6th—*hold monster*. If the spell does not normally appear on the cleric spell list, then he adds it to his list of spells known.

This modifies the war priests blessing and spontaneous casting class features.

Detect Chaos (Sp):

At will, a justicar can use *detect chaos*, as the spell. He may, as a move action, concentrate on a single item or individual within 60 feet and determine if it is chaotic, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the justicar does not detect chaos in any other object or individual within range.

This replaces the war priest's focus weapon class feature.

Smite Chaos (Su):

Once per day, a justicar can call down the power of law to discipline the forces of chaos. As a swift action, the justicar chooses one target within sight to smite. If this target is chaotic, the justicar adds 1/4th his warpriest level on his attack rolls and adds his warpriest level on all damage rolls made against the target of his smite. If the target of smite chaos is an outsider with the chaotic subtype, an aberration, or a chaotic creature with levels in a divine spellcasting class, the bonus to damage on the first successful attack increases to 2 points of damage per level the warpriest possesses. Regardless of the target, smite chaos attacks automatically bypass any DR the creature might possess.

In addition, while smite chaos is in effect, the warpriest emits an aura of order, spells with the chaos descriptor that target the justicar or include him in that area have their caster level reduced by 1/4th his warpriest level, and chaotic creatures adjacent to him are sickened. If the warpriest targets a creature that is not chaotic, the smite is wasted with no effect.

The smite chaos effect remains until the target of the smite is dead or the next time the warpriest rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the warpriest may smite chaos one additional time per day, to a maximum of seven times per day at 19th level.

This replaces the warpriest's second blessing.

Lawful Fervor (Su):

At 2nd level by spending a use of his blessings class feature the warpriest may touch a creature and deal 1d6 points of damage to it. At 5th level and every 3 levels thereafter this damage increases by 1d6, to a maximum of 7d6 at 20th level. If the warpriest damages a creature in this way it must make a will save (DC 10 + 1/2 warpriest level + Wisdom modifier) or treat the next D20 roll it makes as though it rolled a 10. Chaotic creatures take an additional 2 points of damage per die rolled from this ability and take a -2 on their save against this ability.

The warpriest, as a swift action, may expend one use of his blessings class feature to cast any one warpriest spell with the lawful descriptor or one that he gains via his codifier class feature that he has prepared. When cast in this way, the spell can target only the warpriest or an object in his possession, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The warpriest does not need to have a free hand to cast a spell in this way.

This replaces the warpriest's fervor ability.

Lawful Weapon (Su):

At 4th level while he has at least one use of his blessings class feature, any weapon the justicar wields gains a +1 enhancement bonus to attack and damage rolls, every four levels thereafter this enhancement bonus increases by +1, to a maximum of +5 at 20th level these bonuses stack with any the creature may possess up to a maximum of +5. The warpriest may choose to lower the bonus he grants to a weapon as a standard action in order to add the axiomatic, conductive, or merciful magic weapon abilities, lowering the amount of enhancement bonus granted by an amount equal to the ability's base cost.

This modifies sacred weapon.

Armor of the Law (Su):

At 7th level the justicar may spend a use of his blessing as an immediate action to turn force a creature attacking him to roll twice and take the worst result, he may do so after the results have been revealed.

This ability replaces scared armor.

Aspect of Law (Su):

At 20th level, by expending one use of his blessing class feature as a swift action a justicar becomes infused with the power of law. He becomes immune to mind-affecting effects, may activate his armor of law ability as a free action that he may take even if it is not his turn, and he gains all of the abilities detailed in his smite chaos class feature. The justicar need not select a target for this ability, instead it applies to any valid target. This ability lasts for a number of rounds equal to the justicar's Wisdom modifier.

This replaces the warpriest's aspect of war ability.

Righteous Warrior

A WARPRIEST ARCHETYPE FOR THE
PATHFINDER ROLEPLAYING GAME

Wayward heroes chosen by the gods to strike down the forces of darkness, these champions of good are tasked with the ultimate responsibility. They alone are expected to be the sword that plunges into evil's dread beating heart, disposing of tyrants, fiends, and all who would stand against a righteous future for all of mortal kind.

ALIGNMENT: ANY GOOD.

White Knight:

A righteous warrior must select the good blessing as his blessing. In addition he may spontaneously convert a prepared spell into one of the following spells by expending a spell slot of equal or greater level. 1st—*protection from evil*, 2nd—*align weapon* (good only), 3rd—*magic circle against evil*, 4th—*holy smite*, 5th—*dispel evil*, 6th—*blade barrier*.

This modifies the warpriest's blessing and spontaneous casting class features.

Detect Evil (Sp):

At will, a righteous warrior can use *detect evil*, as the spell. He may, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the righteous warrior does not detect evil in any other object or individual within range.

This replaces the this replaces the warpriest's focus weapon class feature.

Smite Evil (Su):

Once per day, a righteous warrior can call down holy power to discipline the forces of evil. As a swift action, the righteous warrior chooses one target within sight to smite. If this target is evil, the righteous warrior adds 1/4th his warpriest level on his attack rolls and adds his warpriest level on all damage rolls made against the target of his smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an evil creature with levels in a divine spellcasting class, the bonus to damage on the first successful attack increases to 2 points of damage per level the righteous warrior possesses. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the righteous warrior emits an aura of righteous justice, any evil creature that he strikes or is adjacent to him takes a -1 penalty on attack and damage rolls for 1 round at 5th level and every 5 levels thereafter this penalty increases by 1. If the righteous warrior targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the righteous warrior rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the righteous warrior may smite evil one additional time per day, to a maximum of seven times per day at 19th level.

This replaces the warpriest's second blessing.

Holy Fervor (Su):

At 2nd level by spending a use of his blessings class feature the righteous warrior may touch a creature and heal it for 1d6 points of damage, evil creatures are instead damaged an equal amount by this ability, and good creatures heal an additional 2 points per die rolled. At 5th level and every 3 levels thereafter this increases by 1d6, to a maximum of 7d6 at 20th level. Evil creatures damaged by this ability are sickened for one round per die rolled.

As swift action, the righteous warrior may expend one use of his blessings class feature to cast any one warpriest spell with the good or healing descriptor or one that he gains via his holy warrior class feature that he has prepared. When cast in this way, the spell can target only the righteous warrior or an object in his possession, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The righteous warrior does not need to have a free hand to cast a spell in this way.

This replaces the warpriest's fervor ability.

Burst of Life (Su):

At 4th level the righteous warrior may spend a use of his blessings class feature to treat all creatures within 30 feet as though struck by his holy fervor ability. Creatures receive a Will save (DC 10 + ½ warpriest level + Wisdom modifier) to halve the damage and negate the sickened effect. Evil creatures take a -2 penalty on their save against this ability.

This replaces the warpriest's channel energy ability.

Holy Weapon (Su):

At 4th level while he has at least one use of his blessings class feature, any weapon the righteous warrior wields gains a +1 enhancement bonus to attack and damage rolls, every four levels thereafter this enhancement bonus increases by +1, to a maximum of +5 at 20th level these bonuses stack with any the creature may possess up to a maximum of +5. The righteous warrior may choose to lower the bonus he grants to a weapon as a standard action in order to add the conductive, ghost touch, holy or merciful abilities by lowering the amount of enhancement bonus granted by this class feature by an amount equal to to the abilities base cost.

This modifies the warpriest's sacred weapon class feature.

Emergency Healing (Su):

At 7th level the righteous warrior may use his holy fervor ability on himself as an immediate action.

This replaces the war priest's sacred armor class feature.

Aspect of Good (Su):

At 20th level, by expending one use of his blessing class feature as a swift action a righteous warrior becomes infused with holy power. He regains HP equal to his warpriest level at the beginning of each round, and evil creatures who strike him with a non reach melee weapon take 1d6 + his warpriest level in damage this damage results directly from divine power and is therefore not subject to energy resistance or damage reduction. In addition, he gains all of the abilities detailed in his smite evil class feature, the righteous warrior need not select a target for this ability, instead it applies to any valid target. This ability lasts for a number of rounds equal to the righteous warrior's Wisdom modifier.

This replaces the warpriest's aspect of war ability.

Sword of the Gods

A WARPRIEST ARCHETYPE FOR THE
PATHFINDER ROLEPLAYING GAME

The sword of the gods is a skilled specialist, eschewing the traditional blend of sacred magic and steel he instead hones his faith into a blade. The sword of the gods seeks supremacy with the tool his god has provided for him.

Focus Weapon:

A sword of the gods gains weapon focus with his deity's favored weapon as a bonus feat. Weapons that he selects with weapon focus don't qualify for the benefits of the sacred weapon class feature.

This modifies the warpriest's focus weapon class feature.

Sacred Weapon (Su):

A weapon of the gods treats his warpriest level as his BAB when wielding his deity's favored weapon. He may use this elevated BAB for attack rolls, qualifying for and calculating the effects of feats, however such feats only work while the warpriest is wielding his deity's favored weapon, unless he would meet the prerequisites normally.

This modifies the warpriest's sacred weapon class feature.

Slay Anathema (Su):

At 2nd level, the sword of the gods can, as a swift action, spend a use of his blessings class feature to cause his next attack to deal an additional 1d6 points of damage, at 5th level and every 3 levels thereafter this damage increases by 1d6, to a maximum of 7d6 at 20th level.

This replaces the warpriest's fervor class feature.

Improved Slay Anathema (Su):

At 4th level, the weapon of the gods may spend an additional use of his slay anathema class feature to improve the damage dice on his slay anathema class feature to D10s. In addition foes whose alignment more than one step away from the warpriest struck must make a Will save (DC 10 + ½ warpriest level + Wisdom modifier) or be shaken for 1 round.

This replaces the warpriest's channel energy class feature.

New Feats

Agressor of the Faith

Your convictions grants you divine power to fell your enemies.

PREREQUISITES: Your character must follow a deity or theology, BAB +1

BENEFIT: When attacking a creature who expressly does not follow your deity of theology, you gain a +1 religious bonus on damage rolls. This does not include creatures without a soul, without the capacity for abstract thought (such as animals), creatures with 2 mental scores 6 or below, or one mental score at 0. This always applies to outsiders with an alignment component to their subtype that directly opposes one aspect of your deity's or theology's alignment (if you were following a chaotic good theology and you strike an outsider with the lawful subtype).

Battle Wagon Proficiency

You are skilled at using combat wheelchairs in battle situations.

PREREQUISITES:

BENEFIT: You become proficient in the use of battle wagons.

Normal: A character who is non-proficient in it's use has the battle wagon's speed reduced by 10 feet (minimum 5 feet), cannot pass over difficult terrain, does not gain the +4 CMD, and the rider must have two hands free to move it.

SPECIAL: GMs are encouraged to give characters who begin play with non-functioning legs this feat for free.

Blind Faith (Trait)

Your predilection for doing battle with the enemies of your faith blinds you to the dangers within your own.

PREREQUISITES: Your character must follow a deity or theology, Charisma or Wisdom 13

BENEFIT: You gain Spell Resistance equal to 10 + your character level against spells cast by devout members of faiths specifically declared as enemies by the legitimate authority of your faith. However, you must make a Will save (DC 10 + your character level) to willingly attack a devoted member of your own religion- even if you know them to be corrupt. Once you have made the Will save, you do not ever need to make the save to be able to attack the same member of your faith again.

Canonical Discourse

You have studied more in a year at the feet of the angels than others have studied in a lifetime.

PREREQUISITES: commentary class feature

BENEFIT: You gain an additional commentary.

SPECIAL: You can take this feat multiple times.

Charm School

You have been groomed by a charm school and have mastered more of the noble art of training than other la rosa.

PREREQUISITES: Noble training class feature

BENEFIT: You gain an additional noble training.

SPECIAL: You can take this feat multiple times.

Domain-Strengthened Spells

You play to the strengths of your deity when choosing your spells.

PREREQUISITES: Domain or blessings class feature, ability to cast divine spells

BENEFIT: whenever you casts a spell with the [domain-powered] subschool, if you choose a domain effect that is one of your chosen domains or blessings, you cast the spells as though your caster level were 2 levels higher.

Dutiful

You are a never ending wellspring of energy and service.

PREREQUISITES: Duty class feature

BENEFIT: You gain an additional duty.

SPECIAL: You can take this feat multiple times.

Extra Brilliance

Your lantern shines with particular brilliance.

PREREQUISITES: Brilliance class feature

BENEFIT: You gain an additional brilliance.

SPECIAL: You can take this feat multiple times.

Naval Soldier

You take your martial training far more serious than other mariners.

PREREQUISITES: Martial mariner class feature

BENEFIT: You gain an additional martial mariner talent.

SPECIAL: You can take this feat multiple times.

Neverwhere Traveler

You are more adept at manipulating your soul-lantern than others.

PREREQUISITES: Spark class feature

BENEFIT: When traveling in the neverwhere via your secret space class features you can travel five times your normal movement speed when using your overland travel speed (120 miles per day with a 30 foot base movespeed).

NORMAL: A lantern and his allies travel twice the normal distance when using overland travel.

Shining Soul

You beautiful soul shines brighter than most.

PREREQUISITES: Inner beauty class feature

BENEFIT: You gain an additional inner beauty.

SPECIAL: You can take this feat multiple times.

Sparky

You are more adept at manipulating your soul-lantern than others.

PREREQUISITES: Spark class feature

BENEFIT: You gain an additional spark.

SPECIAL: You can take this feat multiple times.

New Spells

Lesser Domain Gate

School conjuration (teleportation) [domain-powered]

Level cleric/oracle 4

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target creature touched, or up to 4 willing creatures joining hands

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell functions as domain gate, except as noted above, and you may only force outsiders of the appropriate subtype back to their native plane, instead of creatures of any type and subtype.

TABLE 7-1: LESSER DOMAIN GATE

DOMAIN	OUTSIDER SUBTYPE
Air/Earth/Fire/ Water	Appropriate elemental subtype
Chaos/Evil/ Good/Law	Appropriate alignment subtype

TABLE 7-2: DOMAIN GATE

DOMAIN	PLANE
Air/Earth/Fire/ Water	Appropriate elemental plane
Chaos/Evil/ Good/Law	Appropriately aligned outer plane

Domain Gate

School conjuration (teleportation) [domain-powered]

Level cleric/oracle 6, inquisitor 5

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target creature touched, or up to 8 willing creatures joining hands

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

You move yourself to a plane of existence based on the domains granted by your deity or theology. Alternatively, you may touch a creature to force them to the same target plane. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Domain gate transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting domain gate again).

SIDEBAR: DOMAIN-POWERED SPELLS

Certain spells will have the [domain-powered] subschool. These spells have extra effects based on the domains granted by the deity (or theology) the caster follows. The lists provided for the various [domain-powered] spells are not complete lists; the GM is encouraged to make up his own effects for domains not mentioned.

Gesundheit

School divination; **Level** cleric/oracle 0, inquisitor 0, druid 0

CASTING

Casting Time 1 immediate action

Components V

EFFECT

Range close (25 ft + 5 ft/2 levels)

Duration instantaneous

Saving Throw Will negates (harmless); **Spell**

Resistance yes

DESCRIPTION

A single ally gains a +1 sacred bonus to a single save or to AC against a single attack. This spell must be cast before results are announced. This spell may be cast by saying "gesundheit!" or a similar turn of phrase while point to the desired target.

Godmark

School universal [domain-powered]; **Level** cleric/oracle 2, druid 2, inquisitor 2, paladin 1

CASTING

Casting Time 1 swift action

Components V,S

EFFECT

Range personal

Duration 1 minute/level

Saving Throw none or Will (see description); **Spell**

Resistance no

DESCRIPTION

You create a glowing symbol of your deity or theology above your head. This symbol sheds light like a torch, and may be used as a holy symbol and a divine focus. In addition, Knowledge(religion) checks made to determine which deity or theology you follow add your caster level to the roll. Finally, the symbol can be consumed as a standard action to create an effect based on one of the domains granted by your deity:

TABLE 7-3: GODMARK

DOMAIN	EFFECT
Air/Earth/Fire/ Water	Deal 1d6 + 1 point of appropriate elemental damage per 2 caster levels (maximum +10) to a target within 30 feet.
Chaos/Evil/Good/ Law	Creatures within 30 feet shed light as a torch for 1 minute, with the color of the light based on their alignment. Will negates.
Charm/ Community/ Nobility	Improve the attitude of creatures within 30 feet by 1 step for 1 minute. Will negates.
Death/Life	Choose a creature within 30 feet. You learn the current numerical value of the target's hit points, and the maximum possible value of their hit points. Will negates.

J'Accuse

School abjuration; **Level** cleric/oracle 4, inquisitor 4, paladin 3

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range close (25 ft + 5 ft/2 levels)

Target single creature

Duration 1 round/ every 4 caster levels

Saving Throw Will negates; **Spell Resistance** no

DESCRIPTION

You cause the target to count as a new alignment for the purpose of incoming spells and effects. Switch one component of the target's alignment (good/evil or lawful/chaotic). This does not cause creatures with alignment requirements to suffer penalties for violating their restriction.

Noble Light

School evocation; **Level** cleric/oracle 0, inquisitor 0, la rosa 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

A brilliant ray of light lances from your finger towards your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of force damage.

TABLE 7-4: GREATER SPIRITUAL WEAPON

DOMAIN	EFFECT
Chaos/Evil/ Good/Law	Weapon gains the anarchic/unholy/ holy/axiomatic magic weapon ability, as appropriate to the domain
Air/Earth/ Fire/Water	Weapon gains the shock/corrosive/ flaming/frost weapon ability, as appropriate to the domain
Strength/ War	Weapon deals 2d6 points of force damage instead of 1d8
Luck	Weapon gains the keen magic weapon ability
Knowledge	Weapon gains the bane quality against a creature type (and subtype if necessary) of your choice

Greater Spiritual Weapon

School evocation [force, domain-powered]; **Level** cleric/oracle 4, inquisitor 4

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range medium (100 ft + 10 ft/level)

EFFECT magic weapon of force

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

This spell functions as spiritual weapon, but the weapon gains 2 additional magical effects based on the domains of your deity or theology. If your deity has more than 2 of the listed domains, you choose which ones you wish to affect the weapon.

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